

MARVEL

MULTIVERSE ROLE-PLAYING GAME



**SECRET
WARS**
EXPANSION

MARVEL

MULTIVERSE ROLE-PLAYING GAME

SECRET WARS EXPANSION

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INTRODUCTION

WELCOME TO THE *SECRET WARS EXPANSION FOR THE MARVEL Multiverse Role-Playing Game*! This book concentrates and expands on the Marvel cosmos and some of the most incredible battles ever fought in it.

HOW TO USE THIS BOOK

It doesn't matter if you're a Narrator or a player—everyone is allowed to read this book. However, there are a few small sections that are marked as being for the Narrator's eyes only. If you're not a Narrator, just skip over those bits and enjoy the rest.

FROM THE DAWN OF THE MARVEL AGE

Although this is the *Secret Wars Expansion*, it's impossible to understand those events without going back to the origins of Marvel's First Family: the Fantastic Four. When Reed Richards, Sue Storm, Ben Grimm and Johnny Storm took their fateful rocket ride into space and were bombarded with cosmic rays, that launched the Marvel Age of Heroes as we now know it.

Ultimately Fantastic

It's no coincidence, then, that the Fantastic Four and their greatest villain—Doctor Doom—figure so largely in the *Secret Wars*. Their conflicts have shaken the Marvel Multiverse more than once and none more so than the latest *Secret Wars*, which involved the absolute destruction and rebirth of the entire cosmos.

Chapter 2 kicks off the proper part of this book with a full examination of the team, their goals, their heartbreaks and their triumphs. Although the Fantastic Four started off as a quartet of friends, they have long since evolved into an extended family, expanded by marriages and the addition of children, who have become heroes in their own right. In the course of their adventures, many other heroes have substituted in for periods of time, becoming one of the Four, if only temporarily.

Still, it always comes back to the originals in the end. There's a reason the best rolls in this game are called Fantastic successes, after all.

Guarding the Galaxy

Because the ramifications of the *Secret Wars* range so far and wide—even to the edges of the universe and beyond—this book leaps from the Fantastic Four to the space-faring adventures in which they started and where they often excel. This spirals off like a galactic arm into the Guardians of the Galaxy, the Negative Zone and the various empires and organizations that contest with each other over supremacy among the stars.

Chapter 3 covers the main Marvel team that's dedicated to such adventures: the Guardians of the Galaxy. This ranges from the original team in a potential far future to the present-day team known throughout the stars. Though separated by centuries in time and, in countless ways, by style, they share one main purpose: to protect the innocent in the cosmos from those who would do them harm.

Getting Negative

From there, we move to one of Reed Richards' most important discoveries: the Negative Zone. More than just another universe, this is a dimension that sits in direct opposition to reality, both on a molecular basis and with all the animosity and aggression that its masters can foment. This includes not just the assaults of rulers like Blastaar but also the interdimensional invasions launched by Annihilus, with his Annihilation Wave.

Chapter 4 explores that wild and mysterious place, opening a whole new region for adventure.

Governing the Galaxy

From there, Chapter 5 hauls us back into regular reality and the cold, hard fact that Earth is hardly alone in the cosmos. In fact, it's relatively young among the strongest powers in the galaxy, like the Kree, the Shi'ar and the Skrulls, each of which have seen interstellar empires rise and fall.

Although galactic civilization has seen its share of war, today, it enjoys a fragile and often shattered peace. The Galactic Council—of which Earth is finally a part—does its best to hold it all together, often with the help of the Intergalactic Empire of Wakanda, born from explorers from Wakanda who were hurled backward in time.

Doomed

It all comes full circle in Chapter 6, which focuses on Doctor Victor Von Doom, nemesis of the Fantastic Four, monarch of Latveria and occasional ruler of all reality. Doom has a poignant and powerful personal history that helps explain his drive to conquer not only his native nation but also the entire world and even the whole cosmos. His ambitions know no bounds and are matched only by the cleverness of his schemes to seize the power he needs to fulfill them.

BATTLEWORLDS AND BEYOND

The next section of the book zooms in on the Secret Wars. It goes into detail on all four of them, none of which the public ever knows much—if anything—about. This culminates in the last of the Secret Wars, which resulted in the destruction of the entire Marvel Multiverse.

The Dawn of Everything

To understand the Secret Wars and everything they lead to, Chapter 7 starts by going all the way back to the dawn not just of this cosmos but of the first cosmos ever. It shows the evolution through the cycles from a single place and time—in which space and time mean nothing—to a full-blown Multiverse.

This all builds up to the dawn of the Marvel Age in the Seventh Cosmos and then explodes outward from there. Not long after the Fantastic Four's fateful flight, the Beyonders plant the seeds for the premature demolition of the entire cosmos. This hauls the heroes and villains—notably Doctor Doom—through four different Secret Wars.

In the final one, the heroes and villains band together to stop the destruction of everything, but despite their best—and worst—efforts, time runs out.

Spoiler: They fail.

It's Never Over

Even at the end of the Seventh Cosmos, hope survives—but this time in the hands of Doctor Doom. In Chapter 8, he takes the fragments of demolished dimensions and slaps them together into a patchwork planet known as Battleworld. Then he sets himself up as not just the ruler of the world but its deity as well: God Emperor Doom.

Like any empire, this one doesn't last forever, but while it roars on, it provides one of the wildest settings for adventures, from tales of the fifteenth century up to the far future and even the post-apocalypse. Doom rules over it all, right up until it falls apart.

In the comics, the scant other survivors from the Seventh Cosmos help make that happen. In your game, it can be your heroes instead. If they fail, Doom continues to rule, but if they succeed, an Eighth Cosmos awaits.

Chapter 8 examines the Battleworld that Doom built. It features details on how the place operates, who Doom trusts to help him out and how crime and punishment work, including bits about Sheriff Strange and his world-spanning Thor Corps.

The chapter also presents entries on each of the 41 numbered and fenced-off domains on Battleworld—plus several others—each constructed from one or more of the universes that once comprised the Seventh Cosmos. These entries include not only information about life in that domain, but also adventure hooks for each of them, totaling nearly a hundred ideas for your games.

RULES AND PROFILES

Covering such a broad range of time and topics requires new rules and profiles to bring it all together. Some of these details rely on rules that have been published in previous books, but we reproduce some of the most important bits here so you don't have to flip among them all.

Rules and Rulers

Chapter 9 covers several rules updates and then dives right into how to build your own Battleworld for use in your games. It also introduces an entirely new kind of story structure, the most epic one of all: the event.

This is the kind of story that can encompass several groups of players and take place over months if not years of play. Using Battleworld as an example, it shows how the players can not only strive against but ultimately topple the ruler of such a place, even one like God Emperor Doom.

In addition to new powers, new traits and new origins, there are also new headquarters, new iconic items and new vehicles, including rules for interstellar travel and combat in space. In keeping with the kaleidoscopic nature of Battleworld, the chapter also has rules for zombies and werewolves.

Perhaps most important, there are new rules for using Rank X characters in your game, as well as new narrative powers and narrative items. After all, it's hard to have an epic event without epic foes and goals.

Minions to Monstrosities

Chapter 10 rounds out the book with dozens of profiles. Many of these aren't just of the standard kind but include new henchmen and—for the first time—profiles for Rank X characters too. There's more than enough here for the players to take on as characters or opponents for countless adventures to come.

NARRATORS

Although any sort of player can make great use out of this book, Narrators can do even more with it. They can take all kinds of elements from it and weave them into their game in ways that feel seamless, like it was all part of the plan from the start.

Ease Into It

If you're a Narrator, this book gives you a gigantic box of new toys to play with in terms of characters, settings and rules. It brings the adventures from your universe out into the wider Multiverse and beyond.

If you're a rookie Narrator with new players, don't try to dump all this information onto your gaming table at once. There's a lot to absorb, and it's much easier to introduce it in small doses.

Start with opening up the new profiles to the players to use as their heroes. See which ones they gravitate toward playing, and that can tell you a lot about what kind of game they want to play.

If your players prefer to make their own heroes, encourage them to use the new rules in Chapter 9 and explore how they best work together. Of course, you should do the same when coming up with characters of your own for them to work alongside or fight against.

To the Cosmos!

This is a Secret Wars-themed book, but that doesn't mean your game has to be set on Battleworld or involve any of the Secret Wars. There's plenty of material here to enjoy even if the heroes never leave their own universe.

Many games are set on Earth, but heading to the stars for a bit can make for a great break from the regular routine. If it turns out that the players like it out there in the wider universe, you can consider moving your existing game there, even if only for a while. You can always go back to Earth at a later point, and every time the heroes look up at the stars, they can remember their time out there.

One Battle(world) After Another

Battleworld can also make for a good break from your regular games. It's a chance for the players to try out new kinds of characters in all sorts of different situations. If the stories are working well in one domain, you can stay there as long as you like—and if they aren't, you can move to wherever else you want.

You can even run one-shots all over the planet. Maybe with different teams. Maybe with different players. Maybe you can even let someone else be the Narrator for a while.

The variety and overarching plot of Battleworld are there to kindle your imagination. Let it go wild and see where it takes you.







FANTASTIC FOUR

AFTER WORLD WAR II, SUPER HEROES MOSTLY DISAPPEARED from Earth-616. There were underground operations, to be sure, and public super-teams popped up here and there, but for most of the postwar years, Earth had no great champions.

Then, after decades of quiet, the Fantastic Four arrived and ushered in a new age of heroes. Many still refer to the Fantastic Four as the First Family, the team that began the modern era of marvels. And *family* truly is the operative word because—unlike most of those teams that followed in their wake—the Fantastic Four were a family long before they were a team.

PREFLIGHT CHECK

Every member of the original Fantastic Four grew up without their birth parents, so perhaps it's no surprise that they found a second family in one another.

Reed Richards lost his mother when he was just a boy, and his father, Nathaniel, left the family a few years later to work on time-travel experiments. Reed nonetheless excelled in math and science throughout his youth, earning numerous doctorates and eventually making his way to the prestigious State University—in Hegemen, New York—where the faculty assigned him a room with Victor Von Doom. The future Doctor Doom soon got fed up with Richards and left, giving Ben Grimm the opportunity to become Richards' roommate instead. (For more on Doom's origins, see Chapter 6: Doctor Doom.)

Grimm grew up in one of the toughest neighborhoods in Manhattan. He would likely have spent his life as the head of the Yancy Street Gang if not for the intervention of his Uncle Jake and Aunt Alyce, who took him in after

his parents passed and helped him get into State on a football scholarship.

Despite their disparate backgrounds, Grimm and Richards became fast friends. After finishing their time in the dorms, they moved into a small house owned by Marygay Dinkins and occupied by her orphaned niece and nephew, Susan and Johnny Storm. Though all four eventually moved out of the house and onto other pursuits, they never lost touch.

Some years later, the four reconvened in the area around Richards' hometown, Central City. Grimm found work nearby as a test pilot, while Johnny and Susan moved to Los Angeles so Sue could pursue a career as an actress. At around the same time, she began dating Reed, but the early days of their relationship were rocky, as he spent every waking moment focused on the construction of an experimental spaceship called the Marvel-1.

Launch

During a chance get-together, the four received word that shadowy forces were conspiring to shut down Richards' rocket project. Unwilling to accept this, Richards convinced his friends to help him sneak aboard the Marvel-1 and take off before anyone could stop them.

After they left Earth's atmosphere, a unique burst of cosmic rays bombarded the Marvel-1, totaling the ship and permanently transforming the inhabitants. Richards, with his impossibly flexible intellect, gained a stretchy body to match. Grimm, with his hard emotional exterior, became a golem, a creature of stone out of the Jewish folktales of his youth. Demure Susan acquired the ability to turn

invisible and, later on, project invisible force-fields, while hotheaded Johnny could suddenly produce and control flames on command.

The Fantastic Four

- Human Torch (Johnny Storm)
- Invisible Girl (Sue Storm)
- Mister Fantastic (Reed Richards)
- Thing (Ben Grimm)

LIFTOFF

Before they had so much as a chance to figure out their uniforms, the Fantastic Four thwarted two planet-spanning invasions: one from the Mole Man's underground kingdom and another from the alien Skrull Empire. Anticipating further such encounters, Richards used the last of his personal fortune to buy the top five floors of a New York City skyscraper called the Baxter Building and convert it into the team's official headquarters.

World's Greatest

Soon after, the Human Torch discovered Namor, the long-lost king of Atlantis, living as an amnesiac beggar on the city's streets. The Torch helped cure the Sub-Mariner's amnesia, but when Namor tried to return home, he discovered an Atlantean outpost devastated by nuclear testing. In a blind rage, he turned on the Torch and launched an invasion of the surface world.

The Fantastic Four narrowly defeated the Atlantean forces, largely thanks to the Invisible Girl, whose kind nature fractured Namor's resolve. The Sub-Mariner would later try repeatedly to court the Invisible Girl, though she ultimately chose to stick with Richards.

These early victories turned the Fantastic Four into internationally renowned heroes, but such fame came with a price. Jealous criminals like the illusionist Miracle Man, the borderline precognitive genius Mad Thinker, the mind-controlling Puppet Master, the ancient alchemist Diablo and—of course—Doctor Doom plotted against them, eager to prop up their own notoriety by taking the heroes down.

During the team's first fight against the Puppet Master, the Thing and the villain's blind stepdaughter, Alicia Masters, fell in love. The team quickly came to regard Masters as part of the family and, by extension, the Fantastic Four's first unofficial backup member.

Between their fights with villains, the Fantastic Four continued defending the Earth from invasions while mounting scientific excursions into parts unknown. They foiled a Skrull offensive led by a genetically engineered Super-Skrull, freed ancient Egypt from the grip of Kang the Conqueror and calmed the first rampage of the Molecule Man.

While fighting a Russian agent named the Red Ghost in the mysterious Blue Area of the Moon, the Fantastic Four stumbled upon the home of Uatu, a member of an alien race of immortal archivists called the Watchers.

Inhumanity

Shortly after meeting Uatu, the FF encountered the Frightful Four, a team of villains organized specifically to counter

their fantastic abilities. Three of the original members—the Wizard, Sandman and Paste-Pot Pete (later known as the Trapster)—were small-time crooks the Human Torch had previously defeated, but the fourth, Medusa, was a complete mystery.

Following a few bouts with the Frightful Four, Mister Fantastic and the Invisible Girl finally tied the knot. The wedding went smoothly, but just as the happy couple was about to depart on their honeymoon, Medusa arrived at the Baxter Building, not to fight the heroes but to beg for their protection.

Medusa revealed herself to be a member of the Inhumans, a secret kingdom of genetically modified superhumans. She was a close ally to the king of the Inhumans, Black Bolt, and in her absence, the king's evil brother Maximus had taken control and was sending agents to capture her.

The Fantastic Four accompanied Medusa to the Inhuman city of Attilan and helped her put an end to Maximus' scheming. Along the way, the Human Torch fell in love with Medusa's younger sister, Crystal, but their relationship was cut short by Maximus, who spitefully sealed all of Attilan behind an impenetrable barrier.

The Coming of Galactus

The Fantastic Four barely managed to escape the city before the barrier closed. Just hours later, Uatu appeared to warn them of the greatest threat they had ever faced.

The Silver Surfer was approaching Earth, and his arrival heralded the coming of the World-Devourer, Galactus—an entity of such cosmic power that even the Watchers feared him. The Earth's only chance for survival was for the Fantastic Four to capture the Surfer before he could send word of the planet's existence to Galactus.

The team ultimately failed at this, but Alicia Masters' kind heart convinced the Surfer to turn on Galactus, buying the team time to figure out another solution. Forced to choose between letting the Earth die and breaking his oath of noninterference, Uatu led the Fantastic Four to an ancient Watcher weapon called the Ultimate Nullifier, which they used to force Galactus to depart.

Not long after, in exchange for helping the Black Panther (T'Challa) defeat his father's killer, the Four became some of the first outsiders to enter the hidden African kingdom of Wakanda. At around the same time, they built the first stable portal to the Negative Zone and defeated a warlord from that realm, Blastaar (for more on the Negative Zone, see Chapter 4: Negative Zone).

The Four then witnessed the birth of Adam Warlock, made first contact with the alien Kree and imprisoned the emotion-manipulating Psycho-Man. In the midst of this, the Human Torch brought two new unofficial members into the Fantastic Four: his college roommate Wyatt Wingfoot and—after the Inhumans escaped their impenetrable dome—Crystal.

The Invisible Girl and Mister Fantastic were simultaneously working on a new team member of their own. After a long period of trying, they conceived their first child: Franklin. It was a difficult pregnancy, and the Invisible Girl was bedridden for much of it, with Crystal taking her place on the team. Mister Fantastic soon realized that his wife needed a massive injection of cosmic energy to have any chance of bringing the child to term.



The team launched an expedition into the Negative Zone, where they stole a powerful device called the Cosmic Control Rod from the insectoid warlord Annihilus. They escaped the tyrant's clutches and returned home just in time to stabilize the birth.

Though Franklin Richards was born happy and healthy, he soon began to display signs of strange cosmic powers. For the sake of the boy's safety, his parents hired the witch Agatha Harkness to help take care of him. After Crystal broke up with the Torch and returned to her people, the Invisible Girl officially rejoined the FF, and for a while, the team returned to business as usual.

Family Matters

Unfortunately, Harkness' tutelage did nothing to stymie Franklin's growing powers, and after Annihilus experimented on Franklin with cosmic rays, his powers threatened to destroy the universe. Mister Fantastic was forced to put Franklin into a coma, which upset the Invisible Girl so much that she once again left the team. Medusa filled in for her until Franklin got better, which happened just in time for the family to attend Crystal's wedding to the mutant Quicksilver.

Medusa remained in Attilan to rekindle her relationship with Black Bolt, but even in her absence, the Fantastic Family continued to grow. When a fight with the Hulk depowered the Thing, Mister Fantastic recruited Power Man (Luke Cage) as Grimm's substitute. Just before the Thing regained his powers, the Impossible Man returned to Earth and declared himself the team's fifth member, more for his own amusement than anything else. At around the same time, the Human Torch found a new flame in Frankie Raye, who eventually discovered she was the stepdaughter of the original Torch's creator, Phineas Horton, and a Human Torch in her own right. She took on the codename Nova.

The team helped a group of Latverian rebels depose Doom, and the world seemed safe—or at least safe enough for Mister Fantastic to feel comfortable temporarily breaking up the team.

THE SECRET WARS TRILOGY

Hardly more than a few days passed before the Four became wrapped up in galactic affairs again. A distress signal led them to intervene in a Skrull invasion of Xandar, homeworld of the Nova Corps. While there, the team witnessed an ancient Egyptian villain named Sphinx (Anath-Na Mut) steal the powers of Xandar's Worldmind and set off on a mission to destroy Earth. To stop him, the FF were forced to beg none other than Galactus for help. Though initially reluctant, Galactus agreed to their terms if they helped him recruit his next herald, the alien warlord Terrax.

The team found Terrax, and even though the warrior was a terrible herald, who almost immediately turned on Galactus, the World-Devourer kept his word and defeated the Sphinx. Galactus later demanded the team find him another herald, a position that Frankie Raye was happy to accept. She had long wanted to see more of the universe, and in any case, she had fallen out of love with Johnny Storm.

Soon after, the FF found yet another unlikely ally in Doctor Doom. The group of Latverian rebels the team had helped put into power were proving incapable of governing the nation. To stem the bloodshed, the team reluctantly helped restore Doom to the throne.

Mister Fantastic decided to lead the team on an extended trip into the Negative Zone. The expedition allowed them to contact dozens of new civilizations, and it remains, to this day, one of the most important sources of information on the antimatter dimension (see Chapter 4: Negative Zone). More importantly for the family, it gave Mister Fantastic and the Invisible Girl time to conceive their second child.

The pregnancy should have been cause for celebration, but the team was quickly distracted by Annihilus escaping the Negative Zone. He took over the Baxter Building and tried to destroy all existence by merging the antimatter realm with the regular world. With some help from the Avengers, the team foiled the scheme, but in the process, Alicia Masters was badly injured. Though she recovered, the injury strained her relationship with the Thing.

Mere days later, a mysterious structure appeared in Central Park. Assuming that the anomaly was no big deal, Mister Fantastic, the Thing and the Human Torch went to investigate it on their own.

Secret Wars I

The anomaly was a trap set by the Beyonder to draw New York City's heroes and villains to one place so he could transport them to Battleworld and force their participation in the first Secret Wars. (For more details, see Chapter 7: Secret Wars.)

During the early stages of the war, the Thing discovered that the psychically sensitive landscape of Battleworld allowed him to overcome mental blocks that kept him from shifting out of his rocky form. When the war ended, he announced his intention to remain on the planet and search for a permanent cure for his condition. Though reluctant to leave Grimm, Mister Fantastic and the Human Torch accepted his decision and recruited She-Hulk as his replacement.

Ironically, Grimm would have been better off going home. With no other sentient beings around, Battleworld delved deeper into his mind, drawing out his inner demons and forcing him to fight his own psyche. The longer he stayed on Battleworld, the worse his mental blocks became.

Things back at the Baxter Building were not much better. Though the team would not notice it for a long time, Masters had been replaced by a Skrull spy named Lyja. This impostor cut off her relationship with the absent Thing and began dating the Human Torch instead.

To make matters worse, the Invisible Girl suffered a miscarriage. To cheer themselves up, the team spent much of the immediate aftermath visiting old friends. They attended the wedding of Black Bolt and Medusa, reconnected with Wyatt Wingfoot (who began dating She-Hulk) and even visited Mister Fantastic's long-lost father.

Nathaniel Richards had spent many years traveling the Multiverse, hiding from the time-traveler Immortus, who—for reasons still unknown—was determined to fight every version of Nathaniel to the death until only one remained. While visiting a postapocalyptic universe, Nathaniel married an ambitious warrior named Cassandra. She eventually turned on him, using his technology to become a powerful warlord.

This was where the Fantastic Four found Nathaniel, and after the team defeated Cassandra, they offered to take him back home. Not wanting to involve his family in his ongoing battle with Immortus, he decided to stay put and improve the world where he lived. Ironically, his efforts eventually

precipitated the creation of the society that spawned Kang the Conqueror and, by extension, Immortus.

Soon after, the Thing returned from Battleworld with the intention of rejoining the team, but after finding out that "Alicia" had left him for the Human Torch, he stormed off. He spent weeks following around a super-powered professional wrestler named Sharon Ventura, largely because she resembled the "ideal woman" he had imagined for himself on Battleworld.

The rest of the team had their hands full dealing with a new version of Doom. The original Doom had been presumed dead, so the tyrant's Doombots uploaded a partial imprint of their master's mind into the body of his adopted ward, Kristoff Vernard.

As the new Doom, Vernard enacted a variant of one of the old Doom's schemes—shooting the Baxter Building into orbit—with the added wrinkle that when it reached outer space, he would blow it up. Though the team survived, the Baxter Building did not, and the FF moved into Avengers Mansion until they could reconstruct the building.

Secret Wars II

This development put the Fantastic Four alongside the Avengers just in time for the second Secret Wars, during which the Beyonder visited Earth to learn about humanity. The Fantastic Four did their best to help him, but they ultimately failed to prevent his destruction at the hands of the Molecule Man.

The team spent most of the second Secret Wars dealing with a separate threat: Psycho-Man. As part of a scheme to incite a worldwide race riot, the villain inverted the Invisible Girl's emotions, transforming her into the hateful Malice. After returning her to normal, the team pursued the Psycho-Man



Art by John Byrne, Jerry Ordway & Glynis Oliver-Wein

to his secret base in the Microverse, where he captured the heroes and subjected the Invisible Girl to emotional torture.

Though the team broke free and defeated Psycho-Man, the ordeal made the Invisible Girl re-examine her life. She said she had lost her innocence after what Psycho-Man had done to her and chose to officially become the Invisible Woman.

The Thing returned to the team soon after, just in time for the rebuilt Baxter Building's groundbreaking ceremony. The original Four were finally together again, but the Thing still resented the Human Torch for dating "Alicia," and his feelings in that regard only became stronger after the Torch and Lyja got married.

Seeing this, Mister Fantastic and the Invisible Woman took a break from the team and put the Thing in charge, hoping that a leadership position would help teach him to let go of his resentments. The plan worked. The Thing brought in Crystal and Sharon Ventura—who had taken on the name Ms. Marvel—to fill the missing slots on the team, and though the Torch took issue with the Thing recruiting his ex (especially in the midst of her separation from Quicksilver), he set his misgivings aside for the good of the team.

The Thing's Fantastic Four

- Crystal
- Human Torch (Johnny Storm)
- Ms. Marvel/She-Thing (Sharon Ventura)
- Thing (Ben Grimm)

The Thing started a relationship with Ventura, a romance that only became stronger when exposure to cosmic rays mutated her into a rocky She-Thing. The new Fantastic Four faithfully carried on the legacy of the original team, and for a short time, the Thing was happy. Then it all fell apart.

Secret Wars III

Crystal was called back to Attilan to deal with Inhuman affairs. Before the team could find a replacement, Doctor Doom entered the picture. Doom was—for reasons best detailed in Chapter 6: Doctor Doom—missing memories he believed only the Beyonder could restore. Furthermore, he suspected that the Beyonder was not dead but had in fact re-formed within the alternate universe created by his supposed destruction at the end of the second Secret Wars. He tricked the Fantastic Four into accompanying him on an expedition to the Beyonder's hiding place to force the godlike being to give him what he wanted.

This little-known incident was called the third Secret Wars, but more importantly for the Fantastic Four, it brought Doom into contact with She-Thing. Doom promised to cure her rocky form if she agreed to feed him information on the FF's activities.

Mister Fantastic and the Invisible Woman returned to the team just in time to engage in a series of suspiciously close battles with Doom. Before the team could figure out the source of Doom's new advantages, a Skrull thief named De'Lila captured the FF and faked their deaths at the hands of the Mole Man. Posing as the Invisible Woman, De'Lila brought together a handful of other heroes and convinced them to form a new team capable of taking down the Mole Man once and for all.

The New Fantastic Four

- Ghost Rider (Danny Ketch)
- Hulk (Bruce Banner)
- Spider-Man (Peter Parker)
- Wolverine (Logan)

This ragtag group of heroes disbanded after they defeated De'Lila and discovered the original FF were still alive. Although the whole ordeal was based on a deception, the Fantastic Four still consider this team part of the wider Fantastic Family.

Once the trouble with De'Lila was settled, the FF unmasked She-Thing and Lyja as spies and kicked them out of the team. Both Ventura and Lyja eventually came to regret their actions, and they've done their best to make amends, but the rest of the FF still has a hard time trusting either of them.

After exposing Lyja, the main Four rescued Alicia Masters from Skrull captivity, and for the first time since the Secret Wars began, the five of them were together again. But the experience left Masters traumatized, and shortly after, she took off to explore the cosmos with the Silver Surfer. Many years passed before she found the courage to get close to the FF again.

Further shake-ups followed. Having learned that Franklin would, in some way, destroy the Fantastic Four, Nathaniel Richards kidnapped him and took him to the future, returning him after the boy had become a teenager.

This deeply upset Franklin's parents, but they had no way to reverse the change, so they did their best to train the teenager as a hero. Under the codename Psi-Lord, Franklin started a team of his own called the Fantastic Force. However, after the team went on a handful of missions, a villainous time-traveler named Hyperstorm turned Franklin back into a child, ending the Force for good.

In the midst of this debacle, Mister Fantastic and Doom seemingly annihilated each other in battle, leaving the Invisible Woman to take over as leader of the FF. She brought in Ant-Man (Scott Lang) to fill Mister Fantastic's slot, with the caveat that his tenure would be temporary, as she had faith that her husband would someday return. Sure enough, he soon did, just in time for the whole family, including Doom, to witness the disaster Nathaniel Richards had tried to prevent.

Rebirths

The Avengers, the Fantastic Four and Doctor Doom were all seemingly killed during a battle with a psychic entity known as Onslaught. However, in a reversal of Nathaniel's foreboding predictions, Franklin Richards used his godlike powers to save the day by whisking Onslaught's victims away to a pocket dimension of his own making. In doing so, Franklin erased their memories and rewrote their pasts so that they had always been residents of that Counter-Earth.

In this dimension, the Fantastic Four gained their powers while investigating a cosmic anomaly created by Galactus; Iron Man (Tony Stark) was a cynical, older version of himself; and Captain America (Steve Rogers) survived World War II unscathed, only for the U.S. government to force him into decades of service as a sleeper agent. Though some of the heroes retained faint recollections of their lives before, they effectively became new people with new lives, new personalities and even new abilities.

Eventually, the heroes who had been transported to Counter-Earth regained their memories and returned home. Doom, however, stayed behind to conquer the planet and eventually transport it out of the pocket universe. (For more on that, see page 56.)

Back on Earth, the FF received a visit from an alternate-universe version of Valeria, the daughter Sue had miscarried years prior. Soon after, a malignant cosmic entity called Abraxas attacked the team, and to avoid the destruction of the entire Multiverse, Mister Fantastic was forced to use the Ultimate Nullifier. The device should have wiped out the universe, but the energies emitted by the weapon combined with Franklin's reality-altering energies destroyed Abraxas while miraculously reversing the Invisible Woman's miscarriage.

Desperate to keep history from repeating itself, Mister Fantastic begged Doctor Doom to help deliver the baby, a task the tyrant agreed to perform in exchange for the right to name the child and act as her godfather. Doom, of course, named the infant after his childhood love, Valeria.

This proved an ironic choice, as, a short time later, Doom tracked down his old flame and sacrificed her to enhance his mystic abilities tenfold. The team managed to defeat and imprison this supercharged incarnation of Doom, but Mister Fantastic was badly scarred and then trapped inside Doom's armor.

The armor slowly rewrote Mister Fantastic's personality, making him more like Doom and eventually leading him to conquer Latveria. The rest of the team brought him back to his senses just in time for the real Doom to break out of prison and kill the Thing. Undeterred, the FF broke the barrier between life and death and pursued Grimm's spirit all the way to the gates of paradise, where they led him back to the land of the living.

Wars and Invasions

Between the birth of Valeria and the rebirth of the Thing, the family became tighter than ever. Then the first superhuman civil war happened, and it all fell apart.

Mister Fantastic's predictive equations indicated that the Superhuman Registration Act was necessary to preserve peace on Earth, so—against his better judgment—he sided with Iron Man's government-backed forces, fracturing the team. The Human Torch stuck with Mister Fantastic, but the Invisible Woman joined the anti-registration resistance, and the Thing, unwilling to fight his friends, fled to France.

Once the dispute became violent, Mister Fantastic saw the error of his ways and switched sides. However, before he defected, he helped Iron Man (Tony Stark) and Yellowjacket (Hank Pym) develop a list of one hundred ideas to make the world a better place and help prevent anything like the civil war from happening again.

The one-hundred-and-first idea, Reed kept for himself. It consisted of two simple words: solve everything.

Mister Fantastic knew he would need countless allies to achieve such a nebulous ideal, so he began constructing a multiversal portal called the Bridge. After the Skrull Empire launched their secret invasion and Norman Osborn took over S.H.I.E.L.D., Mister Fantastic destroyed the Bridge prototype to keep Osborn from getting the technology, but he couldn't let the idea go. Once some time had passed, he quietly rebuilt the device.

THE FUTURE FOUNDATION

The Bridge took Mister Fantastic to the meeting place of the Council of Reeds: a multiversal organization composed entirely of Reed Richards variants. The Council had achieved things and made discoveries far beyond Mister Fantastic's wildest dreams, and for a brief moment, he considered joining them. However, he got cold feet when he found out it would mean having to give up his family.

He was about to leave the place for good when a group of Celestials—upset by the idea that a group of mortals could operate on their level—laid waste to the Council. Mister Fantastic led a counteroffensive that sent the Celestials packing, at least for a while, but he knew that they would return with a vengeance.

More determined than ever to find solutions to the universe's biggest problems, Mister Fantastic began drawing up plans to expand the Fantastic Four into an educational foundation for the future: a Future Foundation.

Simultaneously, four fantastic new communities emerged around the Earth:

- ▶ **The Forever City:** A city of Moloids made hyperintelligent by old High Evolutionary technology.
- ▶ **Old Atlantis:** A kingdom of long-lost Atlanteans, buried beneath the Antarctic for eons.
- ▶ **The Universal Inhumans:** An interstellar alliance between five super-powered subspecies created by the Kree, led by Earth's Inhumans.
- ▶ **The Cult of the Negative Zone:** A religious sect created by Annihilus and dedicated to his worship.

It was from these communities that Mister Fantastic drew the bulk of the Future Foundation's student body.

The Future Foundation Students

- **Alex Power:** Boy genius and leader of the Power Pack, a heroic team consisting of Alex and his siblings.
- **Artie and Leech:** An inseparable pair of powerful mutant kids.
- **Bentley-23:** The last in a series of clones the Wizard created of himself. He hates his creator.
- **Dragon Man:** A combat android created by Diablo, rebuilt into a kindly scholar by Valeria Richards.
- **Franklin and Valeria Richards:** Valeria was barely a toddler when the Future Foundation formed, but she was already exhibiting genius in excess of her father's.
- **Mik, Korrr, Turg and Tong:** Four hyperintelligent Moloids from the Forever City.
- **Wu and Vil:** The child heirs to the throne of Old Atlantis.

The children of the Foundation began solving problems that had stumped Mister Fantastic. They even developed a partial cure for the Thing's condition, a concoction that allowed Grimm to become a regular human one week each year.

Initially, the Fantastic Four made up the Foundation's faculty. However, after the Human Torch was seemingly killed in battle with the Cult of the Negative Zone, the FF

brought in three new teachers: Spider-Man (Peter Parker), Nathaniel Richards and Doctor Doom.

Spider-Man had applied for membership in the Fantastic Four soon after getting his powers, but he rescinded his application once he found out that the position came with no salary. However, he now leapt at the opportunity to help the Foundation. Similarly, Nathaniel Richards had just finished his lifelong battle with Immortus, so it was safe for him to return home.

Most of the FF didn't want to include Doom, but Valeria insisted. She wanted to believe that surrounding her godfather with positive influences would help him become a better person. She was not entirely wrong.

Soon after Doom joined the Foundation, the last members of the Council of Reeds found their way to Earth-616 and began looting the planet for supplies to combat the Celestials. The Human Torch returned from the Negative Zone to help fight against the chaos, having already defeated Annihilus and taken control of the warlord's cult.

Fighting the Council of Reeds and the Celestials took everything the FF had and then some. Future versions of Franklin and Valeria even crossed the timestream to participate in the conflict. Doom nearly sacrificed himself. It was a close battle, but in the end, they triumphed.

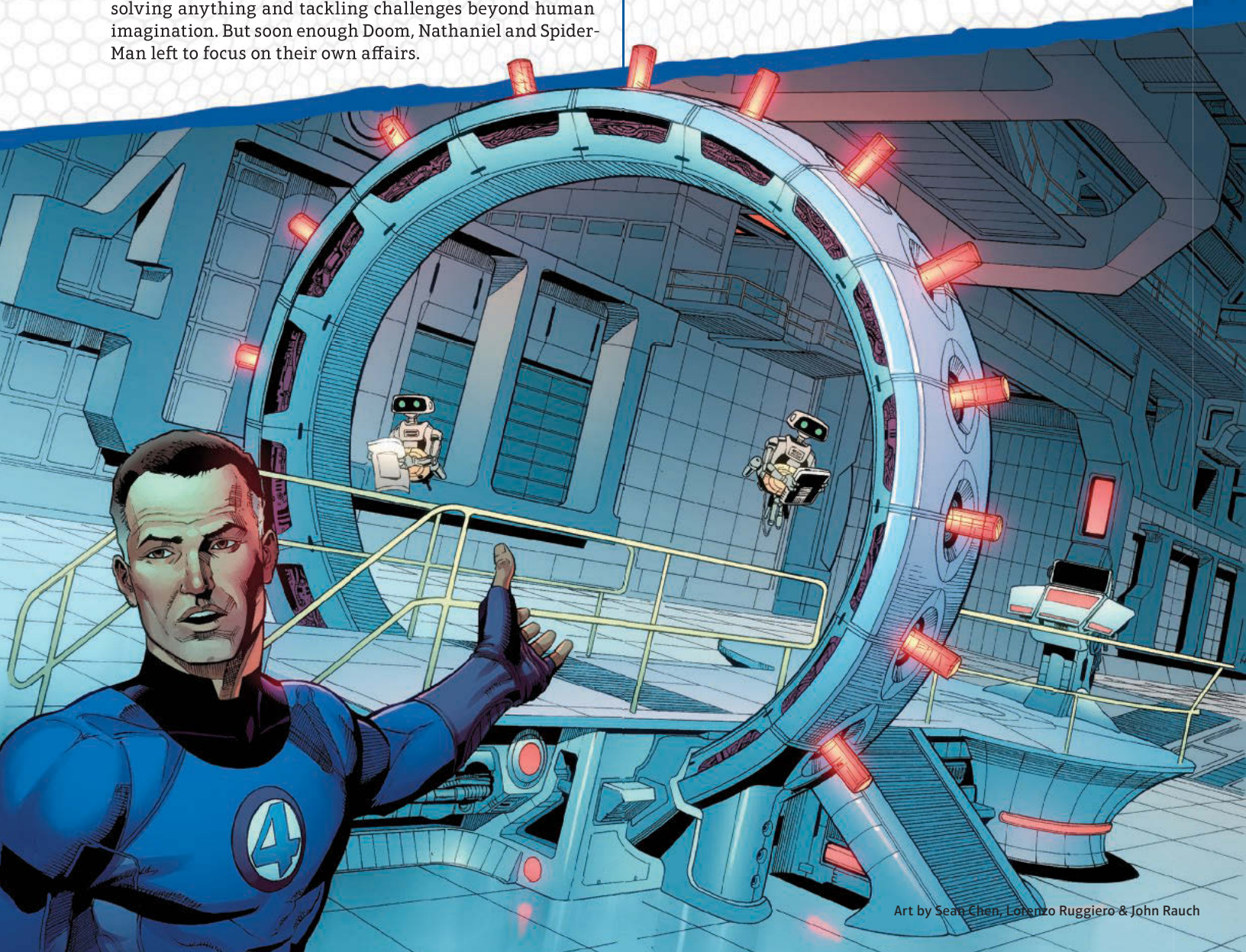
The Future Foundation had become a force capable of solving anything and tackling challenges beyond human imagination. But soon enough Doom, Nathaniel and Spider-Man left to focus on their own affairs.

Given time, the Foundation might have been able to rebuild, but the Fantastic Four were hit with a surge of cosmic energy from another universe that made their powers go haywire. To fix the problem, they set out on an extended trip across the cosmos. The team assigned a handful of old allies, plus a new one—the Torch's latest girlfriend, pop star Darla Deering—to manage the Foundation in their absence.

Substitute Teachers

- Ant-Man (Scott Lang)
- Medusa
- Miss Thing (Darla Deering)
- She-Hulk

Though unprepared for the responsibility, this ragtag group of substitutes held the Foundation together. In fact, the Foundation only really began to fall apart after the Four returned, when a series of scandals orchestrated by an enigmatic villain called the Quiet Man led the government to seize custody of the students. Though the Four eventually defeated the Quiet Man and restored the Foundation, the conflict cost them valuable time, at a point when reality itself had little time to spare.





New Secret Wars

The death of the Seventh Cosmos was fast approaching, and no one could figure out how to stop it. Universes were colliding with Earth as ground zero in events called Incursions. (See Chapter 7: Secret Wars for more details.) The best the Future Foundation could do was create a small escape craft dubbed the Life Raft. Mister Fantastic and a handful of other heroes managed to make it aboard the Life Raft, but Franklin, Valeria and the rest of the Fantastic Four perished in the final incursion.

Fortunately, those who died were all reborn on a patchwork Battleworld stitched together by Doctor Doom and the Molecule Man in the cosmos' final moments. The full details of the ensuing conflict between Mister Fantastic and Doom are covered in Chapter 7: Secret Wars. At the end, Molecule Man handed the responsibility for rebuilding the cosmos to Mister Fantastic.

The Human Torch and the Thing went home to the rebuilt Earth-616, while Mister Fantastic, the Invisible Woman, Molecule Man and the rest of the Future Foundation set out on a journey to re-create the rest of the Multiverse.

The Foundation spent years surfing the timestream, long enough for Franklin, Valeria and the other kids to age into teenagers. They might have kept traveling even longer had an avatar of destruction called the Griever not atomized the Molecule Man, robbing the team of their ability to create universes.

But it was time for the kids of the Foundation to graduate anyway, so while the bulk of the group set out on one final mission to piece the Molecule Man back together, the Richards family resigned their positions with the Foundation, went home and restarted the Fantastic Four.

The Thing and Alicia Masters had patched up their relationship, and soon enough, the pair were wed. Masters became a member of the team again and accompanied the main Four on an excursion to Kree/Skrull space. While there, the Thing and Masters liberated a space colosseum and adopted two of the facility's child warriors: a Kree boy named Jo-Venn and a Skrull girl named N'Kalla.

Uatu then contacted the family with a dire warning. The Watchers' past misdeeds had come back to haunt not just them, but the entire universe.

Long ago, the Watchers had been interstellar teachers, and though they had noble intentions, sharing advanced science with people led by bloodthirsty warlords proved to be a bad idea. To stop the resulting horrors, Uatu's father, Ikor, constructed the Ultimate Nullifier. With a single shot, the Nullifier wiped out nine-tenths of the universe, after which the Watchers walled off the remnants and pledged never again to interfere in the development of other species.

Now the remnants of the worlds devastated by the Ultimate Nullifier's initial use had banded together to form the Reckoning: an unstoppable army bent on total destruction of the Watchers and Earth. The Fantastic Four and many of the greatest cosmic powers in the universe—including Galactus—tried and failed to fend off the Reckoning. In the end, Mister Fantastic was forced to fire the Nullifier again.

Miraculously, the blast not only stopped the Reckoning, but transferred the powers of every Watcher into Uatu, granting him the ability to re-create every world the Nullifier had destroyed. The universe was suddenly a much bigger place, and the Fantastic Four had more territory than ever to explore.

FANTASTIC NEW FRONTIERS

Unfortunately, the team didn't have much of a chance to check out these strange new worlds before being pulled back into conflict with Annihilus. The warlord mounted a surprise assault on the Baxter Building and nearly destroyed the Four, but Mister Fantastic managed to defeat him by shifting the entire building and its inhabitants—including all of the team's children—around in time. This had the unfortunate side effect of separating the team from their children for months.

The rest of the FF were so upset by this that they briefly disbanded, though they eventually came to accept Richards' actions. Hoping to reconnect, the Four moved to a small Arizona farmhouse owned by the Thing's Aunt Petunia.

Living in the farmhouse brought the team so much closer together that even after the Baxter Building returned, the whole family decided to stay in Arizona. Though separated from the hustle and bustle of the big city, they continued to find no shortage of fantastical scientific phenomena to study. More importantly, for the first time in a long while, the team was living under a single roof as one big happy family.

One World Under Doom

During a visit to New York City, the team was caught up in the Blood Hunt, a worldwide vampire assault led by the original vampire, Varnae. The vampiric forces plunged the world into an unending night, and to dispel the darkness, Doctor Strange relinquished the title and powers of the Sorcerer Supreme to the only person with the skills to end the Blood Hunt: Doctor Doom.

Doom promised to return the title as soon as he had "saved the planet," but he had utopian ambitions. Once Varnae had been defeated, he set out to take over Earth and turn it into a paradise.

The powers of the Sorcerer Supreme were not enough to accomplish such a feat on their own, so Doom trapped the people of his kingdom under an impenetrable dome and secretly began harvesting their life force. Though this was unimaginably painful for the people of Latveria, it gave Doom the strength he needed to seize control of the planet.

Outwardly, Doom's regime seemed benevolent. He instituted universal healthcare and higher education programs across the globe. He annihilated dozens of oppressive regimes and hunted fascist groups like Hydra to the brink of extinction. Many nations welcomed his forces as liberators.

However, the Fantastic Four knew Doom too well to place their trust in his leadership, and after a few false starts, they succeeded in penetrating Latveria's dome and exposing the tyrant's misdeeds to the world. Public opinion turned against Doom, shaking his empire to the breaking point, yet he refused to surrender. He fought off almost every hero on Earth, including all of the Avengers and the Fantastic Four, stopping only when he realized that, in all the chaos, he had accidentally struck down his goddaughter, Valeria. In order to save her, he cut a deal with the Living Tribunal—her life in exchange for his own. The Tribunal accepted and Doom perished, ending his empire, at least for now. However, if there's any way to return from wherever the Tribunal sent him, rest assured that, one day, Doom will find it.

HEADQUARTERS

Though the Fantastic Four have used several different places as their headquarters, any discussion of FF bases must start with the Baxter Building.

Baxter Building

Originally designed by Mister Fantastic's college mentor, Noah Baxter, the Baxter Building is a midsize skyscraper in the heart of Manhattan.

In the early days of the FF, the team rented the top five stories of the thirty-five-story building, but they eventually decided to buy the whole complex. Since then, they have rebuilt, renovated and even renamed the building several times—though they always end up reverting to its original name in the end.

They still tend to keep to the top five floors, renting out the rest to other groups. Those five floors are more than spacious enough to contain private quarters for every member of the team, numerous guest rooms and meeting rooms, several large scientific laboratories, a portal to the Negative Zone and a hangar for all of the team's many vehicles, including spaceships.

All the entrances into the FF's complex, including the roof and the elevators, are equipped with state-of-the-art scanners and security measures. Upon detecting an intruder, metal arms shoot out of the building's walls, seizing the violator and rendering them unconscious. Plenty of villains have found ways to circumvent or overwhelm this system, but it suffices to take out lesser threats.

Temporary Headquarters

Though the FF usually reside in the Baxter Building, it has not always been available. For instance, when the team returned from Counter-Earth, they found their headquarters had been taken over by the Thunderbolts, so they had to move to a dockside warehouse they nicknamed Pier Four. Similarly, after the last Secret Wars, the Baxter Building was purchased by Parker Industries, forcing the team to take shelter at 4 Yancy Street, a historic brownstone owned by the Thing.

Both the warehouse and the brownstone were temporary headquarters that Mister Fantastic fitted with specialized pocket-dimension technology, making them bigger on the inside. With some time and effort, the team could theoretically turn any building or vehicle into a spacious headquarters, though they've only done so when absolutely necessary, as pocket-dimension tech can be unstable.

Fantastic Farmhouse

The Fantastic Farmhouse has been in the Grimm family for generations, though it sat abandoned for years before the FF moved in. It's the smallest base the team has ever occupied, but it's also one of their most beloved.

The rustic wooden house comes equipped with a spacious basement—which Mister Fantastic uses as his laboratory—and an even more expansive first floor, complete with a living room and a kitchen. Meanwhile, the second story and attic serve as lodging for the adults and kids, respectively. For a smaller family, it'd be plenty of space, though with nine of them living there—the original Four, plus Alicia Masters and the family's four kids—it can be a bit cramped at times. Thankfully, that's how they like it.

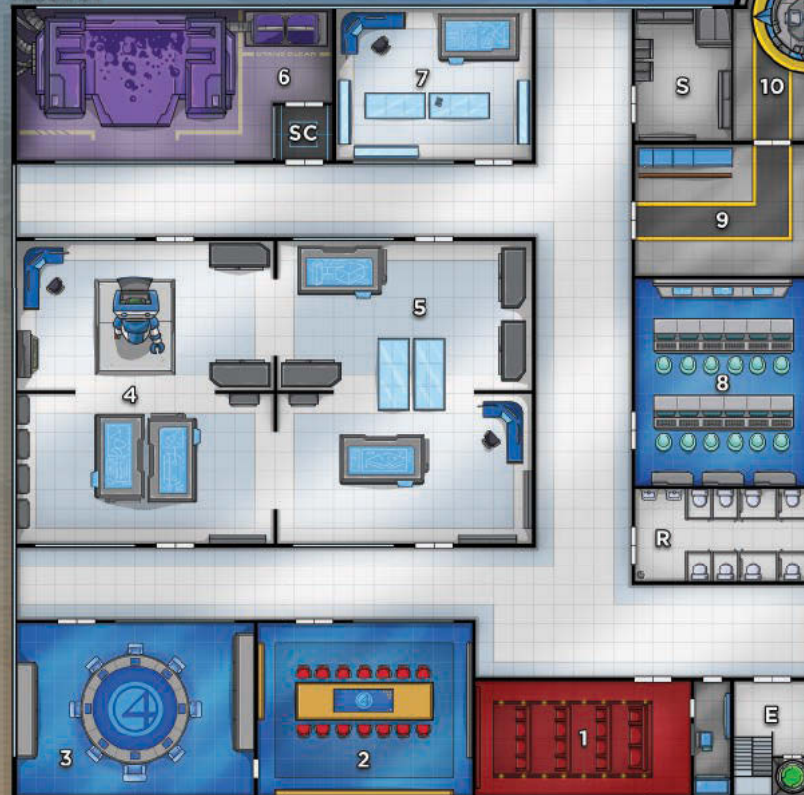
BAXTER BUILDING

FLOORS 34 / 35

FLOOR 35



FLOOR 34



MAP KEY

1. Theater Room
2. Conference Room
3. Map Room
4. Robotics Lab
5. Engineering Lab
6. Negative Zone Platform
7. Biology Lab
8. Data Analysis
9. Rocket Entry Staging
10. Rocket Entry
11. Maintenance Trench
12. Hangar
13. Rocket Control Room
14. Fuel Storage
15. Parts Storage
- E. Elevator and Stairs
- H. Hallway
- S. Storage
- SC. Security Checkpoint
- R. Restroom

ONE SQUARE EQUALS 5FT.

Security at the farmhouse is minimal, to the point that the team keeps most of their vehicles, including their spaceships, parked in the open on the acres of surrounding farmland. The remote nature of the place arguably acts as a better deterrent than the Baxter Building's defenses ever did.

OPPONENTS

The Fantastic Four have saved the Multiverse from total destruction and contended with forces beyond human comprehension. Here are just a handful of their greatest foes.

Doctor Doom

Doom is not only the most important villain in the team's history, but a complicated enough character to deserve a chapter of his own. (See Chapter 6: Doctor Doom.)

Frightful Four

The Frightful Four are far from the worst foes that the Fantastic Four have faced, but what they lack in power they make up for in persistence. No other team of villains has come close to menacing the heroes half as often.

The lion's share of the responsibility for these attacks belongs to the team's only consistent member: the Wizard. Formerly a brilliant inventor, the Wizard blames the FF— and Mister Fantastic in particular—for overshadowing his discoveries and cutting his career short.

The Wizard doesn't care about the other members of his team. He keeps them around only to give himself an advantage in combat. As soon as they begin to annoy him, he replaces them. This is the team's worst weakness, and many of the Frightful Four's greatest schemes have fallen apart due to infighting.

Galactus

At the end of the Sixth Cosmos, an explorer named Galan fell into a singularity in which he merged with the sentience of the universe itself. He was reborn into the Seventh Cosmos, where he spent countless eons gestating within a strange biotechnical device before emerging as Galactus, the devourer of worlds.

Galactus is best thought of as something between a person and a force of nature. He has a conscience, and at times, he has even fought his urge to consume the life force of entire planets. Ultimately, though, he can't deny his nature.

The World-Devourer is nearly invincible, and though the greatest minds in the universe have tried, no one has found a way to permanently kill him. The energies that make up his body are integral to the universe itself, and it's likely that any destruction of Galactus, no matter how thorough, can only be temporary.

Though Galactus can't be killed, he can be distracted, negotiated with, threatened and even—under certain circumstances—temporarily cured of his hunger. This makes him an excellent opponent for intellectually heavy teams like the Fantastic Four, who rely on their brains as much as their brawn.

Mole Man

Harvey Elder was the first super villain the Fantastic Four ever faced. A homely genius who rejected a world that had rejected him, he discovered a vast subterranean realm and

became ruler of the underground-dwelling Moloids and giant monsters that existed there. Though he has come to a tenuous peace with the surface world, he is still quick to muster tremendous forces against any incursion that assaults his fragile ego.

PLAYING THE FANTASTIC FOUR

The Fantastic Four are not like most other super-teams. They are not law enforcers, and they rarely, if ever, fight terrestrial crime. Rather, they are a family of explorers, intrepid adventurers on an ongoing quest to discover the greatest wonders the Multiverse has to offer. They hope that in doing so they can create a brighter future, not just for themselves and their children, but for everyone.

Themes

The Fantastic Four's stories tend to revolve around the following themes:

- ▶ **Family:** The Fantastic Four aren't as powerful or well funded or numerous as many of the enemies they encounter, but they have stronger bonds. They love and trust one another implicitly, and it is that love and trust—that willingness to rely on one another—that allows them to outwit forces far greater than themselves.
- ▶ **Humanity:** Though the Fantastic Four spend much of their time interacting with alien cultures, these dealings are often filtered through the lens of humanity's future. Will we someday resolve our differences and ascend to the stars? Will we descend further into shortsightedness and bigotry until we destroy ourselves? Or will we stagnate like the Skrulls and the Kree: advancing technologically, while maintaining cruel and regressive ambitions? The FF don't have the answers to these questions, but if there's any hope for humanity's future, they're going to find it.
- ▶ **Science:** More than any other team, the Fantastic Four's adventures live in the realm of science. Many of their greatest tales explore a single scientific high concept. Could the Four protect Earth from a catastrophic solar flare using nothing but their own powers? Could they neutralize a threat made of sound, light or something even more abstract, like information? Questions like these have formed the basis of countless adventures.
- ▶ **Wonder:** Many Fantastic Four adventures rely on hard scientific concepts, but the team just as often goes beyond the bounds of known science into the realm of the pure unknown. How can a group of admittedly extraordinary people contend with forces beyond human imagination? Do such forces even exist, or is every limitation the team faces just another barrier waiting to be broken?

Not every FF adventure features all of these themes, but almost all adventures explore at least one.

Style

The Fantastic Four specialize in fighting opponents that can't just be punched. If a threat is simply large or tough, the

Avengers can handle it. The Fantastic Four are here for when the Earth's magnetic poles start to flip. Or when the moon spontaneously turns into antimatter. Or when Eternity itself is shot and someone needs to stanch the bleeding.

They handle the problems that are too abstract, high-concept and scientific for traditional super-teams to tackle. Many of the dangers they face aren't even hostile in the traditional sense. They're natural phenomena gone awry, often, the end result of an alien experiment that, while perfectly benign to the experimenters themselves, could prove lethal to humans.

As the most experienced scientist on the team, Mister Fantastic has served as the FF's leader throughout most of its existence. However, he dislikes the title of leader, and the team doesn't have a formal hierarchy. Though they may bicker from time to time, the Four love, appreciate and need one another. None of them would be able to get much done without the others' backing, and every member of the team plays a critical role in almost every adventure.

Purpose

The Fantastic Four have four goals:

- ▶ Explore the unknown.
- ▶ Protect and preserve sentient life.
- ▶ Advance humanity.
- ▶ Solve everything.

Since great threats and mysteries have a tendency to show up on the team's doorstep, the Four tend to be reactive in achieving their goals. However, on the rare occasion that they have a bit of time to relax, they eventually come up with some fantastic new project for themselves.

No one made them start the Future Foundation, nor did anyone force them to embark on their legendary expedition to the Negative Zone. In fact, no one made them build a Negative Zone portal in the first place. They did it all out of pure love for discovery.

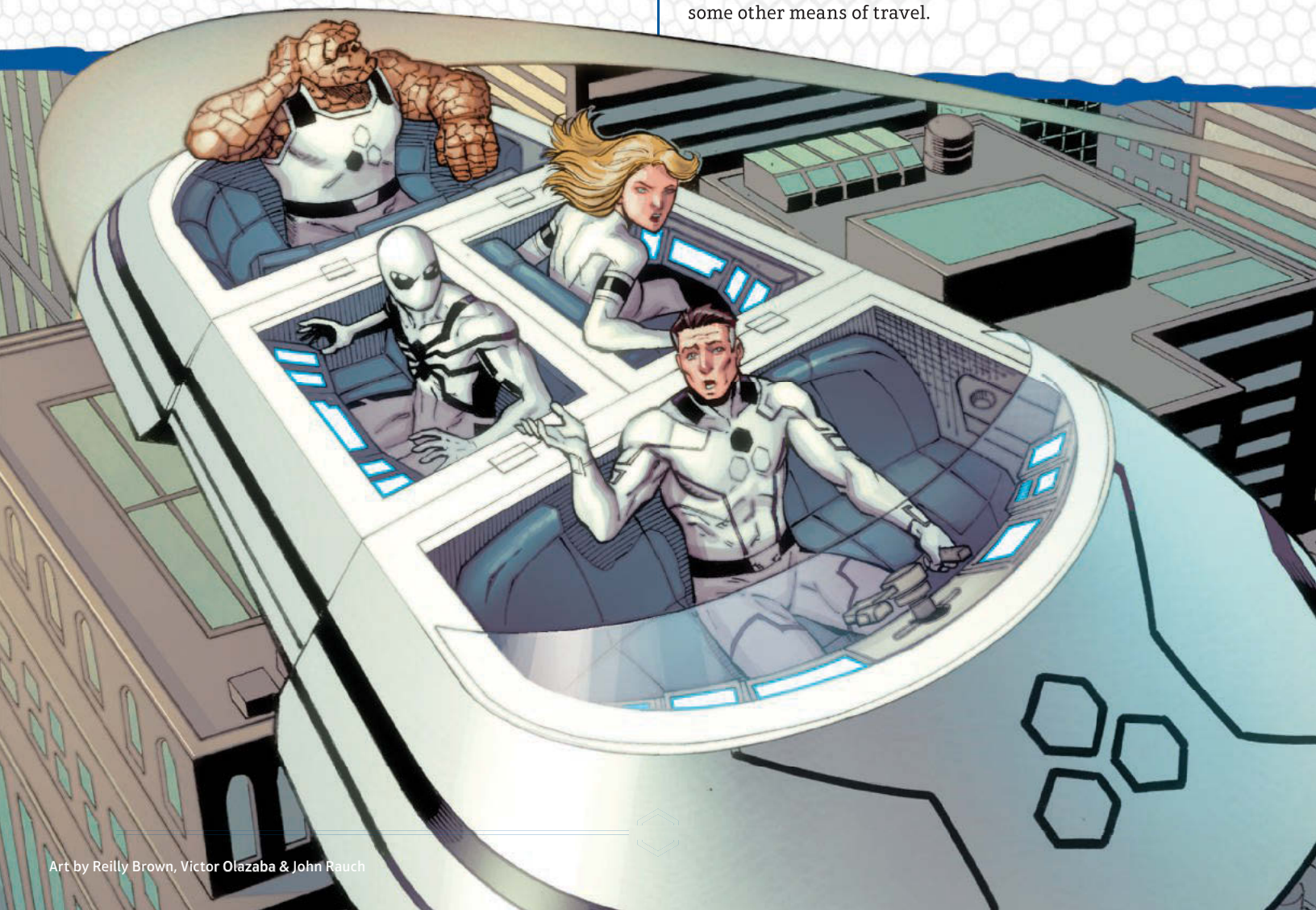
Transportation

Both Mister Fantastic and the Human Torch design vehicles as a hobby, so the team usually has far more transportation options than they need.

The FF's Fantasti-Cars and hover bikes can get them anywhere that a car can go and in less than half the time. However, if a member is traveling more than a few hundred miles away, they may want to save time by taking one of the team's spaceships instead.

Ever since the Four first moved to New York, they've kept one or more Pogo Planes on hand: small, spacefaring VTOL (Vertical Take-Off and Landing) vehicles. Some of these ships have even been equipped with faster-than-light engines, allowing the team to travel interstellar distances in the blink of an eye.

On the rare occasion that the Fantastic Four don't have access to their vehicles, their transportation options are limited. Their various powers can carry them short distances, but if they want to get any farther, they need to put together some other means of travel.



JOINING THE FANTASTIC FOUR

Given their tight-knit structure, the Fantastic Four are harder to join than most super-teams. However, with the right approach, it is still possible to enter their ranks.

Right Place, Right Time

Many of the Fantastic Four's allies have been people that were simply available at a critical moment. Sometimes, if there's an opening on the team, that person can become an official member, like She-Hulk or Black Panther. More often, the new ally becomes an unofficial teammate, like Alicia Masters or Wyatt Wingfoot.

Most FF members are Rank 4 or 5, but you don't need super-powers to join the team. You just need to be in the right position to lend them a hand when needed.

It's rare, but there have been a few times when the original Four all went missing at once, clearing the way for other groups to claim the FF name. The original Four have typically been receptive to these groups, treating their members as part of the extended Fantastic Family.

Enroll in the Future Foundation

The Fantastic Four were never larger or more open than when they ran the Future Foundation. All a person needed to do to join the Foundation was prove to Mister Fantastic that they had a talent worthy of the team's tutelage.

Most of the Foundation's students were child geniuses, but a handful of hyperintelligent adults (like Dragon Man) and otherwise normal but super-powered anomalies (like Franklin Richards) were also welcomed. The Foundation could make a great setting for an FF-style campaign centered around novice heroes coming to terms with their abilities while also exploring the Multiverse. Most members of the Foundation would be Rank 2 or 3, though the group has included vastly more powerful members.

Date the Human Torch

Because the Fantastic Four are a family first and a team second, the most straightforward way to join the team is to join the family by dating one of its members. Of course, since three of the original Four are in committed relationships, that really only leaves the Torch.

The Torch has a penchant for short-term romances with women who later become long-term allies. Crystal, Lyja, Nova (Frankie Raye), Namorita, Miss Thing and, most recently, Sky all became part of the Fantastic Four by dating the Torch. Introducing a new paramour for him serves as an easy way to bring a new or original character into an existing FF campaign.

Character Alterations

When a character joins the Fantastic Four, they should add that fact to their character sheet under Teams. They should also add the team's current headquarters as a tag and, if possible, "**Connections:** Fantastic Family" as a trait. They can now perform team maneuvers with members of the Fantastic Four and the Future Foundation, including former members not currently participating in either organization.

Assuming the team is in a good financial position, the character might also consider taking the tags Rich and Lab Access.

ADVENTURE HOOKS

Here are four (plus one) adventure hooks for games that involve the Fantastic Four or a team like them.

- ▶ The four fundamental forces of the universe (the weak nuclear force, the strong nuclear force, gravity and electromagnetism) start slowly getting stronger. This threatens to end all life in the universe, as the processes that allow for things like chemical bonds break down. Can the heroes find a way to reverse the effects of this disaster? What would even cause something like this to happen in the first place?
- ▶ The heroes have inadvertently interfered in one of Doctor Doom's ongoing schemes, and as revenge, he exposes them all to a ray that flips their muscle memory. Whenever they try to move anything on the left side of their bodies, they instead move the corresponding part of the right side, giving them trouble on all Agility checks. Then, for added measure, he drops them all into a trap-filled dungeon where one wrong move can spell death.
- ▶ Using a massive series of subterranean antigravity discs, the Wizard and the Mole Man lift Manhattan a mile into the air and threaten to drop it, violently, unless they receive 100 billion dollars and the heads of the heroes within the next 48 hours. Can the heroes avoid capture long enough to beat the Wizard? Even if they do, can they find a way to safely lower an entire island?
- ▶ In a theoretical natural phenomenon known as false vacuum decay, the base energy of a single point in empty space spontaneously collapses down to a hitherto unseen lower level. The surrounding space rushes to match the universe's new lower base temperature, creating a bubble of pure destructive energy that expands outward at the speed of light. Thankfully, faster-than-light sensors detect the coming storm, giving the heroes a few hours to prepare. Can they find a way to reverse the decay before it destroys everything? More importantly, if this is a natural occurrence, how can they stop it from happening again?
- ▶ The heroes encounter an alien species of interdimensional sonic creatures who live invisibly within a hyper-specific sound frequency. Anyone who hears the sound immediately becomes a host for the creatures and starts mindlessly spreading the sound. The aliens don't hate humans, but they can't help their nature. Is there any way for the heroes to help them while also halting their spread? Or are the heroes doomed to become hosts themselves?





GUARDIANS OF THE GALAXY

IT'S A BIG UNIVERSE OUT THERE, AND SOMEONE'S GOT TO keep it safe. Who better than a motley gang of adventurers, thieves, assassins and the occasional hero? They can act more quickly than the universe's great empires, and they aren't handcuffed by silly things like laws or social hierarchies. When a threat arises, the Guardians of the Galaxy are on it. And what a list of threats they have confronted: the Badoon, the Brood, Spartax, Thanos, Galactus, the Universal Church of Truth, the Shi'ar, the Skrulls and, of course, the Builders, in the shadow of the Incursions that destroyed the Multiverse and caused the Secret Wars.

So who are the Guardians of the Galaxy anyway? Turns out the answer to that question is kind of a complicated alternate-reality thing...

GUARDIANS OF THE GALAXY (EARTH-691)

In the alternate 1980s of Earth-691, climate instability caused a surge in cancers curable only by cyborg implants. Against this backdrop, Major Vance Astro left Earth forever, on a thousand-year space voyage in cryogenic stasis. While he was in transit, Earth suffered a number of calamities, from the Bionic Wars to a Martian invasion to centuries of Techno-Baron rule. Eventually, a new age of peace and prosperity dawned, and in the thirtieth century, Earth became a spacefaring civilization, genetically engineering populations for each planet in the solar system and then reaching out to the stars. Thus, people from thirtieth-century Earth arrived on Alpha Centauri shortly before Vance Astro himself did, giving the major quite a shock.

Astro didn't have much time to get acclimated, however, because the Badoon invaded almost immediately, enslaving much of humanity. Vance Astro was thrown together with Jupiter native Charlie-27, the last Plutonian (Martinex) and Yondu, a native of Centauri. They led a resistance against the Badoon and discovered super-hero gear on the former mutant colony of Jupiter's moon Europa.

Time-traveling adventures ensued, with the heroes journeying to twentieth-century Earth several times and ultimately destroying the Badoon with the help of their newest member, the renegade Arcturan hero Starhawk. The next member to join was Nikki Gold, found adrift while the Guardians were exploring space in their ship, the *Captain America* (later destroyed and replaced by the *Freedom's Lady*).

After cosmic battles against the Topographical Man and Starhawk's own adoptive father, Ogord, their next major adversary was the cyborg Michael Korvac, who threatened to destroy the solar system. The Guardians battled him several times, teaming up with a time-displaced Thor, a whole Avengers team and the Fantastic Four at various stages of the conflict, which spanned centuries.

The *Freedom's Lady* was destroyed during a battle with Taserface and the Stark, a race of conquerors who worshipped Tony Stark's weapon-making brilliance. In the same battle, Aleta Ogord separated herself from Starhawk, who had previously absorbed her personality. (It's complicated.)

Commandeering a Stark ship, the Guardians named it the *Captain America II* and continued their quest to discover the lost shield of Captain America. This search led them to the planet Klatuu, overseen by Mainframe, an evolution of the Vision, who watched over the shield. Vance Astro

ultimately claimed the shield after the Guardians proved their worth in a series of challenges against the intergalactic mercenaries known as the Force.

Their next adventure carried them to the planet Haven, once home to the mutants who had escaped Earth. Wolverine's descendant Rancor now ruled a population of enslaved humans there—until the Guardians bolstered the resistance and defeated her. (They would see her again back on twentieth-century Earth.) Many of the freed slaves relocated to Klatuu with Starhawk's help.

Another survivor of Haven—the shape-shifting Replica—stowed away on the *Captain America II* and inadvertently caused the Guardians to run afoul of the Universal Church of Truth for the first time (in this timeline). In the ensuing battle, Starhawk reabsorbed Aleta, causing a fracture within the team because of Vance Astro's attachment to her. Astro and Starhawk clashed, and Starhawk turned against the team in the battle against Rancor until Aleta seized control of him.

Martinex and Yondu left the team around this time, replaced by Replica and the Inhuman Talon, who came in handy when the group traveled to Attilan and battled doppelgangers of the Magus (the evil future version of Adam Warlock—and also the head of the Universal Church of Truth), along with Doctor Octopus and the Masters of Evil.

Returning to Earth after another war against the Badoon, the Guardians found that Doctor Doom had enslaved the planet to a virtual reality addiction. The battle against Doom escalated into a fight with Loki, the Protégé (the supreme being of the Universal Church of Truth), Mephisto and Mephisto's daughter, Malevolence. Thankfully, this did not happen all at the same time, and they had some help from the Beyonder. When the dust settled, Aleta was permanently freed of her connection to Starhawk.

One last trip to the past on a mission to stop the Martian invasion succeeded, but Loki had his revenge on the team for their earlier interference in his plans, sending his minion Wormhole to sabotage their return. (See Guardians 3000 below.)

Later (well, earlier, it being in the early 21st century), a time-displaced and amnesiac Vance Astro was found encased in Limbo Ice by a group of heroes who had survived the Annihilation Wave. Briefly joining these heroes before returning to his own time, he inspired them to call themselves—wait for it—the Guardians of the Galaxy.

The Original Lineup

- Charlie-27
- Martinex
- Nikki Gold
- Starhawk
- Vance Astro
- Yondu

Later Additions

- Aleta
- Replica
- Talon
- Yellowjacket (Rita DeMara)

GUARDIANS 3000

Lost in a time warp as a result of Loki's minion Wormhole, the Guardians fought the war against the Badoon over and over without knowing they were in a loop. Requesting help from other spacefaring civilizations at the Hideaway Parliament—a hidden space station used as a top-secret meeting locale by a council of powerful civilizations—they were ambushed by Badoon elite Phase Cadre stormtroopers, who killed Vance Astro, Martinex, Starhawk and Yondu.

Geena Drake and Charlie-27 fled for the Guardians' ship but were intercepted by the mysterious A-Sentience, which shifted them back to before the meeting. Drake then sensed the nature of the loop, and the Guardians escaped, pursued by the Stark.

Stark forces destroyed their ship, stranding Vance, Martinex and Starhawk in the wreckage as Star-Lord—the king of the Spartax Empire in Earth-691—rescued the rest of the team, who had crashed on a nearby planet. He took them to the gravitational anomaly known as the Old Hunger at the center of the galaxy, with the Nova Corps' Rael Rider an unwilling passenger. Crashing through, Drake met Galactus, who conducted the team to the end date of their timeline: 2015, where they met the Earth-616 version of the Guardians.

The united teams traced the problem with time to the Guardians' old adversary Michael Korvac, who was attempting to create a perfect multiversal equilibrium—a process that disrupted numerous timelines with catastrophic effects. He never got a chance to finish the work, because Yondu put an arrow through his head. Shortly thereafter, an Incursion annihilated that timestream, leaving Geena Drake its singular survivor.

Guardians 3000

- Charlie-27
- Geena Drake
- Martinex
- Starhawk
- Star-Lord
- Vance Astro
- Yondu

GUARDIANS OF THE GALAXY (EARTH-616)

The Negative Zone tyrant Annihilus had long looked for a way to conquer known space. After years of conflict (and occasional alliance) with the Fantastic Four—and with the combined powers of his Cosmic Control Rod and a nearly infinite armada of warships and insectoid hordes—he made his move. The Annihilation Wave destroyed thousands of worlds, nearly eradicated the Shi'ar and left other civilizations crippled. Annihilus even imprisoned Galactus. Ultimately, a resistance force led by the Silver Surfer, Nova, Star-Lord (Peter Quill) and Phyla-Vell freed Galactus, who destroyed the Wave.

Weakened by the war's devastation, the galaxy's powers were unable to respond when the Techno-Organic Phalanx Technarchy invaded the Kree Empire and walled it off behind a force-field. Several heroes banded together to fight back, including Star-Lord, Gamora, Nova, Wraith, Moondragon,

Rocket, Groot and Bug. They ultimately learned that Ultron was behind the Technarchy, and he was destroyed by Adam Warlock and Phyla-Vell—but the victory was costly, as Groot, Moondragon and countless Kree were lost.

After the Annihilation Wave and the Phalanx conquest of the Kree Empire, Star-Lord decided that the galaxy needed a standing group of heroes to react to cosmic threats before they got out of control. Nova (Richard Rider) suggested that Knowhere would be a good base of operations, and Quill took his advice, gathering a motley assortment of allies and cronies from previous missions.

Guardians of the Galaxy (Earth-616)

- Adam Warlock
- Drax the Destroyer
- Gamora
- Groot
- Mantis
- Phyla-Vell
- Rocket

They immediately clashed with Knowhere's other resident band of super-hero misfits, the Luminals—a multispecies hero team from Xarth III—but equilibrium was mostly restored thanks to the guiding hand (paw?) of Cosmo, Knowhere's security chief, a Russian test dog who was lost in space and gained telepathic powers due to cosmic rays.

Called into action against the Universal Church of Truth aboard their Templeship, the group experienced disruptions in space-time, including a large mass of Limbo Ice, which—upon examination—disgorged none other than Vance Astro (from the possible future of Earth-691). He was suffering from partial amnesia but remembered enough to identify himself as the leader of the Guardians of the Galaxy, a declaration that inspired Rocket to propose the same name for Quill's group.

Resuming the battle against the Universal Church of Truth, the Guardians also fought different menaces on their home base of Knowhere, which had been infiltrated by Skrulls. Two different versions of Starhawk complicated matters by attacking, while Drax enraged the entire team by revealing that Quill had asked Mantis to use her telepathic powers to convince the team members to join.

The Guardians of the Galaxy almost ended before they really began. A core of Mantis, Vance Astro, Rocket, Groot and Bug remained to fight the Badoon, while Quill became Blastaar's prisoner in the infamous Negative Zone containment center known as Prison 42. The Guardians rescued him and a new member, Jack Flag. Meanwhile, Warlock and Gamora attempted to take over the Universal Church of Truth, and Drax and Phyla-Vell (then known as Quasar) brought Drax's daughter (and Phyla-Vell's lover), Moondragon, back from the dead with an assist from Wendell Vaughn (the original Quasar).

When war loomed between the Shi'ar and the Inhumans, the Guardians of the Galaxy reunited to try to prevent it. They overthrew the Shi'ar usurper Vulcan (human mutant Gabriel Summers) in favor of the restored Majestrix Lilandra, who was then assassinated on Vulcan's orders.

The Inhumans detonated a Terrigen bomb in Shi'ar territory, creating a dimensional rift known as the Fault. Warlock used the Church's faith engines to give himself the power necessary to stabilize the Fault, but he then became his evil self, the Magus. Quill, traveling through time with an assist from Kang the Conqueror, borrowed a Cosmic Cube and eliminated Warlock/Magus, seemingly for good.

Moondragon quickly learned that the Magus wasn't dead at all but had imprisoned a number of the Guardians, keeping them out of the way while he used the Fault to unleash the Cancerverse, a universe where nothing ever died. Attempting to counter the threat, Phyla-Vell (now known as Martyr) released Thanos from his prison. He immediately wreaked havoc on all plans, attempting to bring his beloved Death back in the Cancerverse. She rejected him, and he killed Drax while the Cancerverse's Mar-Vell sought to destroy Death—who got him first, while Thanos was trapped there along with Quill and Nova.



This traumatic event broke the Guardians of the Galaxy apart, causing Cosmo and Quasar to assemble a new, Galactic Council-affiliated group known as the Annihilators (see “Annihilators” on next page.)

In the Cancerverse, Quill and Nova battled Thanos with help from Drax, who could not die in that universe. Nova ended the battle by sacrificing himself via the Cosmic Cube to return Quill, Drax and Thanos to the universe of Earth-616.

The Guardians re-formed to join the Avengers in battle against Thanos, who had used a Badoon invasion of Earth as a diversion to keep the Guardians’ attention elsewhere. The two groups battled the Badoon while Thanos attempted to become a god by using a Cosmic Cube—which Iron Man learned was a copy. Thanos was shortly imprisoned by the Elders of the Universe, and Earth was saved.

The Galactic Council—trying to solve the problem of Earth—made it off-limits to all spacefaring civilizations. The Badoon immediately violated this decree, and the Guardians were declared criminals for taking action against the Badoon near Earth.

Thanos’ machinations continued as he searched for the Infinity Stones on Earth while the Avengers and Guardians fought the Builders, one of the most ancient and powerful races, who were trying to destroy Earth to save the rest of the universe from the Incursions at the end of the Seventh Cosmos. The Guardians then joined forces with the X-Men and the Starjammers to take on the Shi’ar Empire when the Shi’ar put Jean Grey on trial for her future acts as Dark Phoenix.

Peter Quill’s father—J’son, leader of the Spartax Empire, who previously had the Guardians declared criminals for defending Earth against the Badoon—now attacked the divided Guardians, including their newest member, Agent Venom. J’son’s cruelty became widely known, and he was dethroned, with Peter himself nominated to be the new Spartax Emperor.

Becoming known as Mister Knife, J’son sought the Black Vortex, an artifact that unleashed the cosmic powers of its possessor. Quill and Kitty Pryde tried to keep it from him, but Mister Knife and his Slaughter Lords would have captured it had Gamora not used it. The power of the Black Vortex soon corrupted the X-Men heroes Beast and Angel, and they joined Gamora in an attack on the Kree homeworld of Hala. Mister Knife also arrived and—after capturing the Black Vortex—used its power to destroy Hala.

Mister Knife was ultimately defeated by Thanos’ son, Thane, and Quill took on the responsibility of ruling Spartax. This lasted until the destruction of the Multiverse, after which Gamora alone could see through Emperor Doom’s veil of illusion—or so she thought until Quill gathered her and the other surviving Guardians for a final battle against Doom.

After the birth of the Eighth Cosmos, Quill remained on Spartax. Kitty Pryde became the new Star-Lord, Rocket assumed leadership of the Guardians and the Thing joined the group. Quill’s retirement didn’t last long, however, as the last Kree Accuser ravaged Spartax as revenge against Quill for his role in the destruction of Hala. She was joined by Annihilus, the Brood Queen and Yotat. The Spartax government threw Quill out as a result of the battle, and the Guardians of the Galaxy were right back in familiar territory again as wanted galactic fugitives.



Art by Siya Oum

The Guardians liberated a prison planet, destroyed the Brotherhood of the Badoon and got caught up in the second superhuman civil war before Thanos attacked Earth once more. The Guardians and the reconstituted Nova Corps combined to take him down.

After Rocket built a new spaceship, the Guardians headed for space, where they belonged. They continued to clash with the Nova Corps and also found themselves in the middle of a cosmic battle between two Elders of the Universe: the Collector and the Grandmaster. At issue was the location of the Infinity Stones, with the corrupted Nova Corps searching for them in competition with Thanos, the Chitauri and the Fraternity of Raptors. After a fight between the Guardians over the Soul Stone, Doctor Strange created the Infinity Watch to prevent Thanos from re-creating the Infinity Gauntlet. The real threat, however, turned out to be Requiem, a deranged new identity of Gamora, who pursued all the stones to free the part of her soul that had been trapped within the Soul Stone many years before. Requiem killed Thanos, and it took the combined power of Loki's Cosmic Avengers and the other Guardians to stop her.

Thanos then pulled off a stunning coup, imprisoning almost all super heroes in the galaxy within a black hole. Quill and Groot escaped and formed a new crew with Beta Ray Bill, Warp World versions of Phyla-Vell and Moondragon, and Nova. This group tracked Gamora down and persuaded her to rejoin the Guardians, as they learned that Hela was planning to use Eros to resurrect Thanos. Meanwhile, Eros had assembled the Dark Guardians—Gladiator, Nebula, the Rider (an alternate-universe Frank Castle who became the Cosmic Ghost Rider) and Wraith—to hunt Gamora down and kill her so she could be the vessel of the resurrected Thanos. The two groups ultimately turned on Eros, Hela and Thanos' elite Black Order in a fierce battle that raged throughout Knowhere.

J'son then made his next move, becoming the new patriarch of the Universal Church of Truth and capturing most of the Guardians while he readied a massive army of Drax clones. Rocket, Moondragon and Groot, who were not captured, went to the Magus for help and freed the rest of the Guardians, repelling J'son's attack in the process.

The team then tried to go on vacation but were interrupted by Nova, who asked them to destroy New Olympus, the home of the reborn, murderous Olympian gods. Quill and a few of the Guardians agreed, and Quill sacrificed his life to detonate a black hole bomb that destroyed New Olympus. His death split the team apart (again), and they did not come back together until they had to face the symbiote legions of Knull—during which they were reunited with Quill, who had survived and was hiding out from the New Olympians in another dimension.

After defeating Knull's symbiotes and the New Olympians, the Guardians were sanctioned by the Galactic Council—as long as Nova was their leader. New members joined, including even Doctor Doom, a necessary addition when it came time to battle Ego the Living Planet, who was possessed by Dormammu. The Guardians gathered together S.W.O.R.D., the Kree/Skrull Alliance and the Intergalactic Empire of Wakanda to take on planetary hordes of Mindless Ones and buy the Guardians time to destroy Ego with a mysterium projectile infused with the Nova Force.

Then they finally got their vacation on Halfworld. But their next adventure is never far away.

GUARDIANS OF INFINITY

Not long after the birth of the Eighth Cosmos, the Guardians (Rocket, Groot and Drax) stopped by a massive drifting hulk in space, either to guard it, loot it or both. There they met the Guardians 3000 (see page 24), who thought it was a thousand years in the future. All of them were attacked by unknown forces who captured Charlie-27. While recovering, they encountered yet another Guardians team, this one from a thousand years in the past.

Guardians 1000

- Aerolite
- Astrolabe
- Skytower
- Stella Nega
- Tua Zon

After a brief misunderstanding, the Guardians 1000 explained that the vessel in which they'd all met was known as the Structure, a gargantuan ship that existed across time as well as space, unleashing the Newcomers, galactic raiders who inducted and absorbed ("gene-cruited") the populations of planets they approached. In the battle against the Newcomers, Charlie-27 was seemingly gene-cruited, along with Astrolabe, and the rest of the Guardians faced overwhelming odds. Astrolabe reappeared and conveyed the gathered Guardians to the leader of the Structure: Hermetikus, one of the founders of the Guardians 1000, who had since turned the ideal of protecting the galaxy into a new goal of ruling it.

Hermetikus removed Rocket's brain, hoping to use it to augment his own tactical abilities, and planned to dispose of the rest of the Guardians. Nikki Gold escaped and searched for a way to free the rest of the team, ultimately unleashing Astrolabe, while Stella Nega and General Korz (the brain swapped into Rocket's body) sprang the rest of the Guardians—but too late! Rocket had already planned and initiated the ultimate invasion to pacify the galaxy. Or had he?

Taking advantage of Hermetikus' arrogance, Rocket launched the invasion without opening the Structure's portals, destroying the entire starfleet and giving the combined Guardians the briefest of chances to undo the gene-cruiting process. Re-formed, the Guardians of Infinity broke into their separate teams, vowing to join forces again somewhen.

ANNIHILATORS

As one of his last acts before dying in the Cancerverse, Star-Lord directed Cosmo to scour the galaxy for the most powerful heroes to form a new cosmic team that could act as a deterrent, identifying and countering potential threats before they escalated to galactic scale. None of Cosmo's chosen candidates were enthusiastic about the idea, but the team—who called themselves the Annihilators—came together anyway after several of the heroes cooperated to fight Blastaar's invasion of Kree space.

After that initial team-up, the Annihilators were joined by the Spaceknight Ikon for a battle against Doctor Dredd, who had torn open space to release the long-imprisoned menace of the Dire Wraiths—and Immortus. After Doctor Dredd was unmasked as a Skrull, the Annihilators intervened in a

civil war within the apocalyptic Universal Church of Truth, which led to their discovery that the church's ruler—the evil version of Adam Warlock, known as the Magus—was soon to be resurrected on Earth.

The Avengers turned out in force when the Annihilators arrived, thinking the newcomers were invaders, and by the time they sorted it all out, the Magus had appeared in the form of a young boy. A crisis loomed as the Magus turned millions of humans into his thralls and a Church space fleet claimed Earth, leading Ronan the Accuser to gather a force of Kree Sentry robots and threaten to destroy North America rather than let the Magus' power spread. When the Magus possessed Gladiator, Iron Man and Ronan sprang a trap, imprisoning the Magus in a decommissioned Kree Sentry. The Annihilators took it from Earth to a dimensional prison near Knowhere, and a fragile precedent was established for cooperation between the Earth-based Avengers and the cosmic Annihilators.

Annihilators Members

- Beta Ray Bill
- Cosmo
- Gladiator
- Ikon
- Quasar
- Ronan
- Silver Surfer

GUARDIANS OF KNOWHERE (SECRET WARS)

After the final destruction of the Seventh Cosmos and the creation of Battleworld under the tyranny of Doctor Doom, the Guardians survived but were confined to Knowhere. It orbited Battleworld, ostensibly as proof that Doom had killed a Celestial to protect his people. But the Guardians, in any incarnation, aren't prone to playing by the rules, so when Gamora left Knowhere, her teammates helped her avoid being arrested by Angela of the Thorsguard, Doom's elite security force.

The entire group then ran afoul of the gangster Yotat, who bore a grudge against Drax from a previous encounter. He attacked them in Mantis' house, apparently killing her. This drew the attention of both the Nova Corps and the Thorsguard. The Corps left with Yotat as their prisoner, while Angela had tense words with Gamora, who claimed to be able to see through the illusion of Doom's omnipotence. This was a blasphemous claim for which the devout Angela felt duty bound to arrest Gamora, though she offered Gamora numerous chances to recant. An unnamed and hostile Kree Accuser appeared before the two could come to blows, sparking a fresh battle in which Angela and the entire Nova Corps were killed.

Mantis, transmitting herself through the vegetation of Knowhere, reappeared and immobilized the Accuser for the rest of the Guardians to finish off, leaving the mystery of the Accuser's origin to haunt Gamora, who remained fixated on the names that rang in her head: Thanos. Quill. Groot. The mystery began to unravel when Peter Quill arrived

and proclaimed all of Battleworld a sham—because he had survived the collapse of the Multiverse and was now ready to lead the Guardians in a battle to wrest control of reality from Doom.

PLAYING THE GUARDIANS

Playing as the Guardians of the Galaxy means taking on the roles of characters who are, above all, known for making their own rules and doing what they think is right—while also making time for a good amount of treasure hunting and old-fashioned looting.

Theme and Style

The Avengers and the Nova Corps exist to uphold rules. The Guardians of the Galaxy exist to make sure things get done, even if the rules get broken.

That, combined with the galactic setting, means that Guardians stories can combine space-opera swashbuckling with anarchic thumbing of the nose at authority figures, with (of course) all the quippy one-liners players can think of. So one of the primary themes of a Guardians of the Galaxy campaign is operating outside the rules, with all the fun chaos that implies.

The Guardians are also a classic found family. Most of their founding members—in both the Vance Astro- and Peter Quill-led lineups, and not even getting into what it must have been like for Astrolabe to become host to an actual star—have survived deep trauma, often more than once. Think of Vance Astro's alienation from his time, the loss of Drax's family, Gamora's suffering at the hands of Thanos, Rocket's suffering in experimental labs or the anguish of Starhawk's dual alter egos Aleta and Stakar.

The Guardians need each other. They understand each other. That intimacy means they are willing to die for each other—but also, once in a while, they want to kill each other.

That's because the same traumas that formed them also turned them into headstrong survivors who have gotten through their lives by fighting for themselves and never backing down. This makes for a heady brew of storytelling possibilities, with a team full of people always pulling in their own directions, each for their own reasons. Also, because nobody has ever looked out for the Guardians, they always look out for themselves. They're ready to turn a mission to save the galaxy into a loot-and-shoot spree, because (as Rocket is fond of saying) guarding the galaxy doesn't really pay that well, does it?

There's only one guiding principle of a Guardians of the Galaxy story: Anything is possible, and the crazier things get, the truer they feel.

Purpose

The Guardians of the Galaxy, across all their variations and lineups, have a consistent purpose: to identify and fight back against potential threats before they become truly galactic. This often means moving faster than the ruling bodies of interstellar politics would prefer, which is why the Guardians have been considered criminals by the Galactic Council, the Shi'ar and the Kree, among others.

But their ethos is firm: They take action when they see a threat, even if no one else knows about it. And no matter where a mission takes them—to the future, to the past, to

Battleworld or to the Cancerverse—they see it through to the end. Probably complaining all the way.

This is not to say the Guardians always agree on their purpose. Vance Astro's team broke apart several times over tensions both philosophical and romantic, often focused on the polarizing figure of Starhawk, but also because different members felt the call to change their lives.

The contemporary Guardians have fragmented and re-formed numerous times, often after one of Peter Quill's many seeming deaths but also because of conflicts over the group's goals and methods. The Guardians, as noted above, are a big, fractious family. They tend to let personal tensions get in the way of their bigger goals, but in the end, they always rally to fight back against the deadliest threats to the universe.

Headquarters

Various versions of the Guardians of the Galaxy have had bases on Jupiter, Europa and other (mostly thirtieth-century) locations, including the lost space station Drydock, the planet Klatuu and the ancient remains of Avengers Mansion. At times, they even wind up temporarily based on Earth (usually because they don't have a ship to get back into space), but that

never lasts. They're rovers and drifters, as befits a group of outcasts and rebels. As long as they have a good ship—be it the *Captain America*, the *Freedom's Lady* or the *Milano*—who needs a permanent home?

At least, that was the case until the modern Guardians landed at Knowhere. The head of an ancient Celestial, severed by Knull in the distant past, Knowhere drifts near the Rip, at the very edge of known space. Over the ages, it has been inhabited by scientists studying the nature of space-time, invaded by alien armadas beyond counting and gradually built into a massive city/spaceport harboring various groups of traders, miscreants and adventurers waiting for the end of the world.

Like the Guardians, Knowhere is a survivor. Even after it was sucked into a black hole, it managed to pop back into known space with a little help from the mutant genius Forge, who dropped it into a stable orbit near Jupiter. Since the 1980s, its security has been the responsibility of Cosmo. He runs the show on Knowhere, often in cooperation with Nova and elements of the Nova Corps, occasionally bringing in the Luminals for extra help. More recently, the Knowhere Corps has provided additional security. But it's the Guardians of the Galaxy who are most identified with Knowhere.



KNOWHERE

MAIN LEVEL

North
Passage

East
Passage

West
Passage

MAP KEY

1. Guardian's H.Q.
2. Guardian's War Room
3. Marketplace
4. Luminals' H.Q.
5. Luminals' War Room
6. Continuum Cortex
7. Starlin's Bar
8. Manager's Office
- GS. Guardian's Suite
- K. Kitchen
- LS. Luminals' Suite
- R. Restroom
- S. Storage
- SC. Security Checkpoint

ONE SQUARE EQUALS 5FT.



JOINING THE GUARDIANS

Characters can become part of the Guardians of the Galaxy in a couple of main ways. Most of the time, joining the team isn't the hard part. It's getting the rest of the members to trust you.

No Better Options

The most common way for heroes to become Guardians is to be thrown together with the other members of the team under dire circumstances. Then it's a matter of having to rely on each other because of a lack of other choices, with the penalty for failure often being imprisonment, torture or death.

Guardians teams often start out not trusting each other much, but the members are forced to bond under horrible circumstances. Once they manage to escape from whatever it is that thrust them together, they sometimes go their separate ways, off to deal with whatever personal issues or goals they have.

It's usually not long, though, before some—if not all—of them wind up in trouble again. When they do, they call on their teammates to help, and that's usually when they figure out that there's no one they'd rather have by their side in times of difficulty.

Heroes can form their own teams in this way, or they can become additions to an existing Guardians team. Maybe there's something so awful out there that Star-Lord and his pals need more help than usual, and the heroes can supply the extra power to take it down. Maybe the original Guardians have been defeated, destroyed or imprisoned, and someone needs to step up and take their place.

Force Your Way In

Some members of teams like the Guardians just show up and insist on being part of the group. This usually doesn't happen until a team is firmly established and has built something of a reputation. That's when joining the team becomes something that a new hero would want to do.

Maybe the hero is in serious trouble and thinks that everything will be all right if they can get the Guardians on their side. Maybe the hero wants to make a name for themselves, and they hope that some of the luck and fame they've seen in news reports about the Guardians will do the trick.

Or maybe they just like the sort of trouble the Guardians often find themselves in.

Guardians typically have trust issues from trauma they've already experienced, and letting a new person into their found family isn't easy for them. If one of the current members can—or is at least willing to—vouch for the new hero, that's often enough for them to get their boot in the door. The new hero can start building relationships from there. If they make it through an adventure or two, it might even seem like they've been there the whole time.

Duties as a Guardian

There are two kinds of duties for a member of the Guardians: to the galaxy and to the team. For many members, the team comes first. They might set out to be the sort of people who are willing to risk their lives to save the universe, but when it comes down to it, the universe doesn't mean nearly as much if their teammates aren't in it.

When such a team first forms, the hero might see themselves as the most important person in the group. They need

time to build bonds, to learn to care about each other and, by extension, the galaxy they all live in together.

Once the Guardians are established, the team members often feel obligated to step up and be worthy of their reputation. After having saved the galaxy several times, they don't always have to go looking for trouble. Many times, trouble comes looking for them instead, having put "Deal with the Guardians" at the top of a checklist of preparations for taking over the galaxy or at least the part of it they care about.

If the team is working out of Knowhere as an established presence, the heroes have—at least—the duty to respond when the other members call for them. It doesn't matter if they're on a winning streak at the casino or are just about to pull off the heist of the century. They need to drop whatever they're doing and help—if not to save the galaxy, then at least to back up their friends before they get themselves killed.

Adventure Hooks

Here are three adventure hooks for a team like the original (Earth-691) Guardians of the Galaxy:

- ▶ A Badoon colony has been destroyed by an advanced version of the Annihilation Wave. The lone survivor demands to join the Guardians and begs them to help him save the galaxy—and have his revenge. Given that the Badoon conquered the planets of so many members of the Guardians, how do they handle the request?
- ▶ Word is that someone has found clues to the location of the legendary skeleton of Wolverine, an adamantium artifact that was stolen from Earth. Could it be the real thing? Might it still have some of Logan's DNA? Or is someone planting the rumors to lay a trap?
- ▶ A distress call brings the Guardians to the middle of nowhere, where they discover the remains of Knowhere floating around the end of a wormhole that spat it out. Where did it come from? What happened to take it away for so long that no one in this era has ever heard from it? And what's on the other end of that wormhole?

Here are three adventure hooks for a team like the modern Guardians of the Galaxy:

- ▶ Blastaar figures out a way to pull Knowhere into the Negative Zone so he can take it over and make it his new headquarters. Even if the heroes can stop him, how can they get Knowhere back where it belongs? If Blastaar refuses to reverse the process, who else can they ask for help?
- ▶ One of the Watchers shows up and announces that he's been assigned to be a permanent member of the Guardians. Is this because the team has become so important? Is the Watcher part of an experiment to see if such beings can integrate themselves into the larger galactic society and possibly help save it? How much help can the Watcher give the team if he's pledged not to interfere? And is he even a Watcher?
- ▶ Doctor Doom declares that he is moving his headquarters to a new planet to launch the Multiversal Ascendancy of Doom. The heroes of Earth seem happy to see him go, but what designs does Doom have on the rest of the galaxy? And why does he have a keen interest in the Universal Church of Truth? Is he trying to dismantle it or take it over?





THE NEGATIVE ZONE

OF ALL THE COUNTLESS DIMENSIONS SCATTERED ABOUT the Multiverse, few are as mysterious and strange as the Negative Zone. To look at the Negative Zone is to look at the regular world through a dark and twisted mirror. In the Negative Zone, up is down, left is right, matter is antimatter and outer space is as easy to breathe as fresh air.

HISTORY OF THE ZONE

Much of the early history of the Negative Zone, including its origins, has been lost among centuries of warfare, though research suggests that the dimension has existed for at least as long as normal reality, which is sometimes referred to as the Positive Zone.

The Negative Zone is a far more hostile place than the Positive Zone. One of the oldest intelligent species known to have evolved within the Zone is a group of feline humanoids called the Tyannans. At some point early in their development, their home planet of Tyanna drifted into a swirling matter/antimatter debris field known as the Explosive Zone. This should have destroyed the planet, but somehow, the Tyannans made it safely to the heart of the vortex, where they were trapped within a dimensional subspace. Ironically, living in the eye of the storm protected them from the other strange physical phenomena endemic to the Zone and allowed them to gradually develop a borderline utopian civilization.

Wishing to commune with other intelligent species, the Tyannans eventually learned to penetrate the debris field and set out on a long journey across the Zone to seed life on other planets. They then retreated back to Tyanna to await the fruits of their labor. Two of the planets they

seeded—Arthros and Baluur—later became the homeworlds of the Negative Zone's two largest empires.

On Arthros, an insectoid creature named Annihilus used a leftover Tyannan artifact called the Cosmic Control Rod to genetically engineer the Annihilation Wave: a massive hive mind of insect warriors under his direct command. With this army at his disposal, Annihilus conquered much of the Zone without contest.

Simultaneously, an equally powerful and cruel warlord from Baluur named Blastaar joined dozens of planets beneath his rule, not through force of numbers but with his own raw strength.

These dual empires fell into a state of perpetual war, making the Negative Zone even more deadly and setting the stage for the first human explorers: the Fantastic Four.

Early Incursions

Mister Fantastic (Reed Richards) inadvertently discovered the Negative Zone while exploring possible methods for faster-than-light travel. Eager to explore, he quickly slapped together a crude portal to the Zone and leapt through it with nothing but a steel cable tethering him to Earth.

He likely would have been sucked into the debris belt surrounding Tyanna and killed were it not for the intervention of Ricardo Jones—a disgruntled scientist posing as the Thing (Ben Grimm). Jones had stolen the Thing's power as part of a plan to destroy the Fantastic Four from within, but when he saw how much Mister Fantastic was willing to sacrifice in the pursuit of science, he chose to sacrifice himself in Richards' place.

Shaken by the ordeal, Mister Fantastic hesitated to revisit the Zone, but when Sandman flooded the team's headquarters with poison gas, Richards was forced to reopen the portal to vent the toxic air. In the process, he was sucked in and stranded on the precipice of the Explosive Zone.

At around the same time, Baluurian rebels overthrew Blastaar and tossed him into the debris belt, right alongside Richards. When the rest of the Fantastic Four retrieved their leader from the Zone, Blastaar followed. As soon as he reached Earth, the warlord joined forces with Sandman, and the villains attempted to take over the planet. With some help from the Inhumans, the Fantastic Four prevailed and sent Blastaar back to the Zone.

The warlord retook control of Baluur and began launching regular assaults on Earth, bringing him into conflict with everyone from the Avengers to the X-Men. Mister Fantastic continued to research the Zone from afar, but he hesitated to enter it lest he draw the attention of hostile creatures like Blastaar. Ultimately, it took a personal crisis to bring him back.

The Invisible Woman (Susan Storm) was in the midst of a difficult pregnancy, and after some testing, Mister Fantastic realized she needed a massive injection of cosmic energy to have any chance of bringing the child to term. Tracking a cosmic energy signature, the FF embarked on their first real trip beyond the Explosive Zone, into the Negative Zone proper. While there, they encountered Annihilus and stole a portion of the power in the warlord's Cosmic Control Rod, returning home just in time to stabilize the birth.

Word of the team's encounter with Annihilus got around, and on separate occasions, both the Frightful Four and a villain named Nega-Man broke into Mister Fantastic's portal and forged their own short-lived alliances with the insectoid leader. Even Richards briefly joined forces with Annihilus when his old foe, the Mad Thinker, stole the Cosmic Control Rod. However, this alliance only made Mister Fantastic more wary of Annihilus' power, so after they defeated the Thinker, Richards dismantled the Negative Zone portal.

The Great Negative Zone Expedition

However, Mister Fantastic couldn't completely give up on exploring the Zone. Sometime later, he began work on an improved portal and led the Fantastic Four on their first extended trip into the Negative Zone.

This expedition allowed the team to contact dozens of new civilizations. It definitively proved that the Negative Zone is a universe unto itself, and that it contains many independent civilizations not under the control of Annihilus or Blastaar.

Because of the time-dilation effects endemic to the Zone, the team was able to complete months of research while only hours passed on Earth. However, in those few hours, Annihilus escaped the Negative Zone, took over the team's headquarters and nearly destroyed both the Negative and Positive Zones by collapsing the space between the dimensions.

The intervention of both the Avengers and the Fantastic Four averted total destruction, but the conflict killed any desire the FF had to mount a second expedition into the Zone.

For the next several years, the Negative Zone was relatively quiet. Blastaar and Annihilus continued to menace the people of Earth from time to time, and the Fantastic Four occasionally visited the Zone out of necessity, but there were no major conflicts between the realms.

The Annihilation Invasion

Then Annihilus discovered the Crunch, a star-sized area of overlapping space where the Positive Zone expanded into the Negative Zone. This had existed for millennia and had even been used by Galactus to imprison two of his most ancient enemies: Tenebrous and Aegis.

The Crunch posed no direct threat to the Negative Zone or its inhabitants, but the idea of the Positive Zone consuming his realm infuriated Annihilus. He organized an invasion of the Positive Zone and brought the entire Annihilation Wave down on the Crunch, freeing Tenebrous and Aegis.

Sensing an opportunity for slaughter, Thanos joined forces with Annihilus and the two ancients. Together, they captured Galactus and his heralds, and with the power of the World-Devourer under their command, the group set out to conquer the universe.

In a matter of weeks, the Annihilation Wave pushed every major civilization in the galaxy to the brink of total, well, annihilation. Neither the Kree nor the Skrull Empire were spared, as dozens of planets across their territories were devoured by Annihilus' forces.

Xandar, the homeworld of the Nova Corps, was among those hit hardest. Only a single Nova—Richard Rider of Earth—survived the assault, but he made sure that Annihilus' forces would regret it. Nova organized a broad counteroffensive, including not just Kree and Skrull warriors but also independent heroes, Annihilation Wave defectors and Baluurians. Initially, the best Nova's forces could do was slow the Wave, but the tide turned against Annihilus when Drax the Destroyer assassinated Thanos and freed Galactus.

Galactus brought his full force to bear against the Annihilation Wave, opening an opportunity for Nova to infiltrate the enemy's flagship and kill Annihilus. Bereft of their leader, the remnants of the Wave retreated to a handful of Positive Zone territories and then back into the Negative Zone.

Drax later joined several other members of Nova's coalition to form the Guardians of the Galaxy (see Chapter 3: Guardians of the Galaxy.)

In the aftermath of the conflict, Galactus and the Silver Surfer shoved Tenebrous and Aegis into the heart of the Crunch, destroying the pair and ensuring that the Annihilation Wave could never wield their powers again. With Annihilus gone, Blastaar laid claim to most of the insectoid's former territories, and for a brief time, he reigned as the uncontested king of the Negative Zone. But eventually, a new Annihilus emerged and took back most of the captured lands.

The Cult of the Zone

Determined not to repeat the mistakes of his predecessor, the newly reborn Annihilus began planning a sneakier invasion. Using various paid proxies, he established the Cult of the Negative Zone, a Positive Zone religion dedicated to the worship of the antimatter dimension and, by extension, Annihilus.

The Cult broke into the Fantastic Four's headquarters and breached the team's Negative Zone portal, paving an invasion path for the Annihilation Wave. The Human Torch (Johnny Storm) held the Wave back long enough to close the portal but was seemingly killed.

In truth, Annihilus used his advanced medical tech to keep the Torch alive so he could torture the hero later. The



Torch spent months suffering in the depths of Annihilus' dungeons until he found the strength to break free and kill the warlord.

Control of the Annihilation Wave momentarily fell into the Torch's hands, but ruling an empire didn't suit Storm, so he held an election to determine his successor. True to form, the Annihilation Wave overwhelmingly voted to return to serving Annihilus, who had, once again, been reborn within their number.

The Scourge

After returning to power, Annihilus made a few more attempts to bring the Annihilation Wave into the Positive Zone, but these invasion efforts fell apart before they did any significant damage. Gradually, the warlord began focusing on affairs within the Negative Zone—just in time for the Zone to be invaded by an even more dangerous realm.

During a visit to the Zone, the unstable Sentry (Bob Reynolds) managed to separate himself from his darker half, the Void. This tore a hole between the Negative Zone and a dimension of deathless, eldritch monstrosities. Led by the Void, the inhabitants of this Cancerverse ran rampant through the Negative Zone, capturing and assimilating most of the dimension's people, including Blastaar. (For more on the Cancerverse, see Chapter 3: Guardians of the Galaxy.)

Left with no other options, Annihilus escaped to the Positive Zone and begged the Fantastic Four for aid, and the FF assembled a small army of super heroes to hold back the scourge. After a long and arduous battle, the Sentry recombined with the Void, putting the Cancerverse at a disadvantage. Despite his long history of being tormented by the Cancerverse, Nova contacted the panicked Cancerverse hive mind and offered himself as a host for the eldritch scourge in exchange for the Negative Zone's protection. The scourge agreed, and as soon as it was inside Nova's body, Sentry annihilated them both.

In the aftermath, Annihilus used his medical tech to resurrect Nova, and life in the Negative Zone returned to normal. Unfortunately, the warlord's bloodlust could be contained for only so long, and in time, he resumed his regular assaults on the Positive Zone.

In recent years, though, the biggest Negative Zone threats have come from other, more mysterious places. For instance, not long ago, an ancient cosmic vampire called the Undone escaped from the Zone and attempted to devour the powers of Captain Marvel (Carol Danvers). Danvers ultimately defeated the Undone, but the incident showed that the Zone's greatest villains may still be lurking around the next corner.

PLAYING IN THE ZONE

The Negative Zone is one of the most dangerous places in existence. Few things can push a well-oiled team to the brink faster than a quick trip through the Zone.

Teams visiting the Zone should be of Rank 3 or higher. The Zone is a place of strange cosmic phenomena and terrifying, world-destroying monsters—not things that street-level heroes can handle on their own.

Physical Properties

Keeping track of all the physical phenomena that make the Zone what it is, while also factoring them into an active campaign, can be a difficult task. When in doubt, this section can serve as a helpful reference.

- ▶ **Dimensional Nexus:** An unusually large number of interdimensional portals empty out into the Zone. Whenever a character becomes lost in subspace, or in any other interdimensional space, roll dMarvel. On a Fantastic roll, the character eventually re-emerges somewhere in the Negative Zone. Otherwise, they reappear in another dimension of the Narrator's choosing.
- ▶ **Breathable Space:** In the Negative Zone, the empty spaces between planets are filled with a breathable ether. Characters without Environmental Protection can survive being stranded in Negative Zone space, at least until starvation takes them. Fire and other oxygen-based chemical reactions function normally within the ether. However, like real outer space, the ether is almost entirely frictionless. Characters must rely on traditional means of propulsion to travel between celestial bodies—they cannot simply swim through the ether.
- ▶ **Antimatter Abundance:** Most of the Negative Zone, including its inhabitants, are made up of antimatter. Visitors are automatically converted into antimatter upon arriving in the Zone; however, bits of nonliving matter can sometimes find their way through subspace and arrive into the Negative Zone without being converted. The interdimensional portals scattered throughout the Zone are frequently surrounded by explosive matter/antimatter debris fields. Whenever a character touches one of these pieces of debris, make a raw d616 roll. On a 6 or lower, the piece is regular matter. It annihilates both itself and whatever the character used to touch it in a massive explosion, thrusting them backward ten spaces and dealing 30 points of Health damage (ignoring Damage Reduction). Since these debris fields are suspended in a frictionless ether, the backward thrust may continue indefinitely, pushing the character another ten spaces every round, until they collide with something else.
- ▶ **Time Dilation:** Large sections of the Zone experience significant time dilation and travel through the time-stream at a much slower rate than the Positive Zone. These effects are minimized around interdimensional portals, so a group of heroes who pop into the Zone for a short adventure shouldn't notice anything amiss. However, a group that embarks on a months- or even years-long campaign through the Negative Zone will return home to the Positive Zone to find that only a scant few hours have passed in their absence.

The Negative Zone is a place of deadly dangers and strange mysteries. If the heroes encounter something that looks like it might pose a threat, it probably should.

Themes

Stories in the Negative Zone tend to revolve around three themes.

- ▶ **The Unknown:** Not even the inhabitants of the Negative Zone know much about their dimension. Most of the place remains unexplored, and even basic questions about the Zone remain a complete mystery. Why is it full of antimatter? Why is the space breathable? Why are there so many subspace disturbances here? Why does the Zone exist at all? Not only do these questions provide an engaging mystery, they reflect just how little we know about our own universe. Why do we exist? Is the answer out there somewhere?
- ▶ **Tyranny:** The vast majority of the known Negative Zone is controlled by one of two contrasting tyrants. Annihilus governs through mass consent, via a hive mind of bloodthirsty monsters. Most Baluurians, on the other hand, don't want to kill, but their fear of Blastaar pushes them to commit terrible deeds, nonetheless.
- ▶ **The Future:** If the Zone had a golden age, it passed long ago. Almost every known civilization there is rife with monsters, on its last legs or both. Even the Zone itself is shrinking, albeit slowly, as it expands into the interdimensional Crunch. If the Positive Zone is a place of grand potential, the Negative Zone's potential has already been squandered. It is a cautionary tale—a vision of what the Positive Zone may become if its inhabitants refuse to change.

The Negative Zone is just that: a metaphorical negative of the Positive Zone. It mirrors the normal Marvel universe and forces visitors to reflect back upon it.

Style

Most Negative Zone stories begin with some sort of invasion. Either something from the Negative Zone is trying to get out, or someone from the Positive Zone is trying to get in.

The former is more common, as the abundance of habitable worlds in the Positive Zone make it a natural target. Attempts by Annihilus and Blastaar to expand their influence into the Positive Zone have fueled interdimensional invasion stories of all kinds. An encounter with either warlord can serve as the premise of a simple one-shot adventure or as the launchpad for a war epic.

Few from the Positive Zone want to brave the dangers of the Negative Zone, but it does happen. Ambitious scientists like Mister Fantastic have willingly entered the antimatter dimension for research, but most of the time, people enter the Negative Zone either out of necessity or by accident.

Because of the time-dilation effects of the Negative Zone, the setting makes for an excellent place to stage adventures that happen separately from a campaign's normal continuity. A group of heroes could spend months exploring the Zone, training, having adventures and encountering strange new species, then return home just hours after they'd left.

MAJOR ORGANIZATIONS

Though the Negative Zone contains dozens of diverse civilizations, most of its known worlds are controlled by one of two factions.

The Annihilation Wave

Many years ago, a young Annihilus discovered an ancient Tyannan artifact called the Cosmic Control Rod. It not only granted him incredible strength, unmatched intelligence and eternal life, but also gave him access to the Opposing Force, the Negative Zone's version of the Power Cosmic.

With the Opposing Force under his command, Annihilus took control of his homeworld Arthros and bred an army of insectoid soldiers billions strong. This Annihilation Wave washed over the Negative Zone, conquering countless planets.

The Annihilation Wave operates like a hive mind with Annihilus as the psychic center. However, its members are semiautonomous, and the warlord cannot monitor all of them at once. Instead, he delivers his orders through a number of Queens, each of whom oversees part of the Wave.

If Annihilus is killed, one of these Queens eventually gives birth to a new Annihilus. No one—save perhaps for the Queens themselves—knows whether the reborn Annihilus is truly the original or a separate being trained from birth to take the original's place.

Most of the Annihilation Wave's soldiers are barely stronger than humans, just more vicious and more numerous. However, the upper echelons of the Wave contain a handful of especially powerful beings.

Annihilus' chief generals wield a portion of the Opposing Force and can fill in for the warlord when he is indisposed. Directly beneath his chiefs are a hundred or more Centurions: elite warriors harvested from planets the Annihilation Wave destroyed. Many of these Centurions are the last of their kind and despise Annihilus, but they know that if they step out of line, the chiefs will destroy them without a second thought.

Blastaar's Empire

Blastaar's empire stands in stark contrast to the Annihilation Wave. It controls less than half the territory while harboring far more internal divisions. Annihilus' people worship him, but Blastaar's people are constantly trying to overthrow him. The only thing holding the empire together is Blastaar himself.

Not even Blastaar is sure why, but he was born with a body composed of powerful explosive energy. Some have referred to him as a living bomb-burst: a nuke in humanoid form. He is far stronger than Annihilus, and unlike the insectoid warlord, he has never been killed.

Even with all his power, Blastaar can't compete with the Annihilation Wave. The most he can do is keep it out of his territory.

Blastaar is a cold-blooded killer, but he is still a better person to negotiate with than Annihilus. The Annihilation Wave's only desire is to devour everything. Blastaar, on the other hand, prefers to keep the people of his conquered planets alive, if only so that he can rule them with an iron fist.



OTHER POINTS OF INTEREST

The vast majority of the Negative Zone remains unexplored, but this section details a few of the more interesting locations within it.

Arthros and Baluur

Arthros and Baluur are the home planets of Annihilus and Blastaar, respectively. Human visitors are rarely allowed on either world, but researchers have uncovered a few key things about each.

Arthros is a swampy planet filled primarily with insectoid and semiaquatic creatures. Before Tyannan artifacts granted power and intelligence to Annihilus and, by extension, the Annihilation Wave, there were no sentient species on the planet.

Baluur's civilization, on the other hand, is long and storied. The Baluurians are a technologically advanced and militaristic people who operate under a feudal-style monarchy. Most Baluurians live inside crowded megacities, with Blastaar himself residing in a towering metal fortress.

The Last Colony Ship of Kestor

For tens of thousands of years, the skeleton crew of this doomed ship has scoured the Negative Zone, searching for a planet where they and their loved ones in cryosleep can resettle. Only a scarce few know the terrible truth: that everyone in cryosleep has been dead for centuries.

Mantracora

The humanlike people of this planet live colorful agrarian lives, not unlike those of Europeans in the later parts of the Middle Ages. Their isolated position in the Negative Zone keeps them safe from invasion but also makes them easy prey for wandering alien charlatans.

Ootah

Once the seat of an advanced civilization, this megacity rejected its own creators after it developed not only sentience but a functioning immune system. The planet's remaining organic inhabitants worship Ootah and regularly sacrifice themselves to the city's security systems.

Prison 42

During the first superhuman civil war, Mister Fantastic, Iron Man (Tony Stark) and Yellowjacket (Hank Pym) came up with a list of one hundred ideas to improve global stability. The forty-second idea was the construction of a floating, high-security prison within the Negative Zone to house superhuman outlaws.

Despite misgivings, Richards agreed to lead the construction of the prison. The facility was used for a time after the superhuman civil war, but after an invasion by Blastaar's forces, the prison fell out of commission. The building itself remained intact, its security systems continuing to protect it from the Zone's many dangers long after it was abandoned.

In recent years, the former prison has served as an effective interim base both to organizations native to the Zone and to visiting groups of heroes. A person searching for a safe haven within the Negative Zone could do far worse than Prison 42.

Squirreltopia 5000

While fighting some of the High Evolutionary's New Men, the unbeatable Squirrel Girl (Doreen Green) accidentally fell into a cloning pod. The resulting clone, Allene Green, was even more protective of squirrels than the original and soon attempted to take over the world to turn it into a squirrel utopia.

After the original Squirrel Girl defeated Allene, she banished the clone and the clone's squirrel minions to the Negative Zone, where they eventually found a heavily forested planet with no sentient life—the perfect place to finally establish their utopia. Allene, in her usual irreverent manner, named the colony Squirreltopia 5000.

Squirreltopia 5000 may seem silly, but it is the only known Positive Zone settlement that has not only survived but thrived in the Negative Zone.

Allene long ago abandoned her grudge against Earth, and she and her squirrels now serve as a bulwark against threats to the Positive Zone. The inhabitants of Squirreltopia 5000 are intrepid explorers and protectors who know the Negative Zone well and can offer a safe haven to visitors.

Tyanna

From Earth, the shortest path to the Negative Zone lets out on the edge of the Explosive Zone that surrounds Tyanna. From a distance, the planet resembles Earth, and Mister Fantastic originally assumed that Tyanna was either an interdimensional manifestation of Earth or a Negative Zone counterpart to Earth—an Anti-Earth.

While battling Blastaar and Annihilus, the Fantastic Four managed to penetrate the Explosive Zone and safely land on Tyanna. The feline people of the planet were disgusted to learn that their efforts to seed life throughout the dimension had created warlords like Annihilus and Blastaar. As soon as the FF left, the Tyannans vowed to never again interfere in the affairs of other worlds and sealed themselves off somewhere deep inside subspace.

No one has seen Tyanna since. However, a determined group might find the planet and access its incredible technology.



ENTERING THE ZONE

Unlike most dimensions, the Negative Zone can't be easily accessed with Dimensional Travel powers. Breaching the Zone usually requires a dedicated portal or similar device, and even for the few beings privileged enough to own such devices, delving into the Zone can be lethal.

Subspace Portal

In the places between dimensions, there exists a sort of subspace, a realm of strange distortional phenomena incomprehensible to human minds. Prolonged exposure to it can drive a person mad or kill them outright. However, those who can navigate through subspace can use it to access not only the Negative and Positive Zones, but just about any place in the Multiverse.

The Negative Zone contains a high number of wormholes that lead in and out of subspace, so if someone stumbled into subspace, they would have a high chance of tumbling out into the Negative Zone. This is how Mister Fantastic first discovered the dimension, and it's often how inhabitants of the Zone find their way out.

These wormholes—often referred to as the Crossroads to Infinity—make the Negative Zone a natural multiversal hub and have led some scientists to conclude that the Negative Zone is unique throughout the Multiverse. However, as with all things in the Multiverse, if you believe something is unique, perhaps you haven't looked hard enough.

Active and stable subspace portals within the Positive Zone are few. Mister Fantastic maintains the safest one, which can deliver passengers to the Negative Zone in an instant.

The Fantastic Four have been known to lend the portal to heroes with a good cause. For many groups, the easiest way to reach the Negative Zone is to ask Mister Fantastic to take them there.

However, Richards hasn't managed to keep the designs for his earlier subspace portals secret. Over the years, everyone from Iron Man to Doctor Doom has experimented with the technology.

Subspace converts the polarity of any matter that passes through it to match that of the destination, so normal matter that enters the Negative Zone through subspace is converted into antimatter upon its arrival.

The Nega-Bands

A small handful of devices can safely transport a person to the Negative Zone and back without having to pass through subspace. The most famous are the Nega-Bands, metal cuffs gifted to Captain Marvel (Mar-Vell) as a reward for his service to the Kree Empire.

Soon after obtaining the bands, Captain Marvel was trapped in the Negative Zone. To escape, he sent a psychic message to an old ally, Rick Jones, instructing him to put on a matching set of bands.

By clicking the bands together, Jones and Mar-Vell could temporarily swap places, allowing Mar-Vell to take action in the Positive Zone while he searched for a way to escape the Negative Zone permanently.

Other adventurers later used the Nega-Bands, including the new Captain Marvel (Carol Danvers), who recently fell into a similar situation, with a small-time thief named Yuna Yang taking the place of Rick Jones.

Sets of Nega-Bands are rare, but the Kree government maintains a handful of pairs. A hero with a noble cause might be able to convince the government to lend them a pair, assuming that their mission could also advance the Kree Empire's goals.

The Crunch

The Crunch is a roughly star-sized area where the Positive Zone expands directly into the Negative Zone. This generates massive amounts of cosmic energy, and most of the Crunch is an impassable maelstrom that would destroy most beings, even Rank X characters.

However, a handful of cosmically empowered people have found ways to safely navigate the field. With his Cosmic Control Rod, Annihilus managed to bring his entire army through the Crunch. Similarly, by using the Power Cosmic, both Galactus and the Silver Surfer can pass through the Crunch with ease.

If a group had such a character on their side, they could use the Crunch as a passageway in and out of the Negative Zone. A truly advanced group might even be able to evacuate entire planets through the Crunch, albeit at considerable risk.

ADVENTURE HOOKS

Here are five adventure hooks related to the Negative Zone.

- ▶ The heroes are attacked by agents of Annihilus, who wishes to capture one of them. What does he want with the hero? Is this part of a new invasion plan or something even greater? How can the heroes get answers out of a warlord who lives in another dimension?
- ▶ An experiment with a new form of the Cosmic Control Rod transports Tyanna into the Positive Zone, placing the antimatter planet on a collision course with Earth. Can the heroes find a way to transport the world back into the Negative Zone before it annihilates Earth? More importantly, can they do so without making physical contact with Tyanna?
- ▶ While traveling between universes in the Multiverse, one of the heroes is hit by an anomaly that sends them flying into the Negative Zone. Can the heroes track down their lost friend? Can the isolated hero survive long enough to be found? Was the anomaly a random quirk, or is someone deliberately trying to bring outsiders into the Zone?
- ▶ Blastaar puts out a distress call, begging the heroes of Earth for their assistance. Annihilus has finally broken through his defenses, and if nothing is done, the insectoid warlord will soon rule the entire Negative Zone. Do the heroes help prop up an evil warlord to stop a worse one? Can they find some way of getting rid of both villains? Is Blastaar even telling the truth, or is this part of some larger scheme?
- ▶ The Beyonders destroy most of the Negative Zone. Then they gather the remnants into a composite planet—a Nega Battleworld—where they force representatives from every civilization in the Zone to fight until only one remains. S.H.I.E.L.D. sends the heroes on a covert mission to infiltrate Nega Battleworld and discover the purpose behind this cosmic battle royal.





GALACTIC POWERS

MILLIONS OF YEARS BEFORE THE FIRST HUMANS TURNED their faces to the stars, galactic empires already ruled countless worlds in the Milky Way, the Andromeda Galaxy and other places in our interstellar neighborhood. These empires have interacted with Earth and its heroes in various ways over the years, from the overt threats of the Badoon and the Brood to the infiltrations of the Skrulls to the (sometimes) more nuanced approaches of the Kree and the Shi'ar. For a relatively backward planet in a relatively backward part of the galaxy, Earth has found itself at the center of a great many galactic intrigues—including the Incursions that annihilated the Multiverse and gave rise to Battleworld and the Secret Wars.

THE GALACTIC COUNCIL

The galactic order—at least concerning the Milky Way—is typically a delicate balance among three main powers: the Kree, the Skrull and the Shi'ar. Other threats—such as the Badoon, the Annihilation Wave, the Builders, Thanos and Dormammu—come and go. The Celestials play their own remote and mysterious games, and the newest arrival—the Intergalactic Empire of Wakanda—has shuffled old alliances.

But where Earth-based heroes are concerned, the Kree/Skrull/Shi'ar triumvirate comprises the prime galactic movers and shakers, with Xandar and the Nova Corps historically trying to keep a handle on them. These powers are also, not coincidentally, three of the core members of the Galactic Council. The total membership of the Council numbers in the hundreds of thousands—or did before the collapse of the Multiverse—but the members of that trio tend to have the most influence.

The Galactic Council (first known as the Intergalactic Tribunal) became known to Earth when it indicted Reed Richards for saving Galactus, after which the World-Devourer destroyed the Skrull capital, Tarnax IV. Defended by none other than Uatu the Watcher, with Galactus himself as a witness, Richards was acquitted after Eternity showed the Tribunal that Galactus was a necessary element of the universal fabric and that Richards had done no wrong by preventing his death.

Other prominent issues brought before the Council included the Skrulls' request to have humanity sanctioned for interfering with their attempts to eliminate Skrull mutants. This led to arguments about the Inhumans subverting Kree authority, and ultimately, the Ruul (who were mutated Kree) successfully campaigned for Earth to be named a penal colony. This didn't last, as it emerged that the Ruul were really planning to use material from Ego the Living Planet to re-create Earth as a planetary-scale Supreme Intelligence.

The Council Reborn

After the Annihilation Wave (see page 34), which proved the need for better cooperation among galactic powers, the Galactic Council was re-formed, and the members decided to take a more active role in affairs. The Kree/Shi'ar War erupted almost immediately following that achievement, largely due to the ruthless expansionism of the Shi'ar leader, Vulcan (Gabriel Summers). After the war, the Inhuman-led Kree attempted a reform initiative with dubious results.

The Council did manage to unite in opposition to the Cancerverse, a rare show of unity, punctuated by a



declaration that all galactic powers should be banned from visiting Earth or interfering in terrestrial affairs so that the world could grow on its own into a spacefaring civilization. King J'son of Spartax—father of Star-Lord (Peter Quill)—turned that directive on its head by spearheading a Council ruling that Spartax could arrest anyone leaving Earth, even without Council authorization. J'son even offered Earth to the Builders, but the Council instead united its armies to help liberate the planet after the Builders were defeated.

With the war over, the Shi'ar Majestor Kallark led research that determined Earth to be the center of the Incursions that were slowly destroying the universe. A Council force attacked Earth, believing that they could save the rest of the universe by destroying the world, but their effort failed. Eventually, the Incursions led to the collapse of the Seventh Cosmos.

After the Multiverse was renewed in the Eighth Cosmos, the Galactic Council began meeting at the Proscenium, a space station built as a neutral ground. Since then, members have dealt with Abigail Brand's plan to start a war among galactic powers to weaken them and empower Earth, as well as handling the resurgent Phoenix Force and ongoing skullduggery from Thanos.

The Galactic Union

The Proscenium was eventually replaced by the Fulcrum. This served not only as a meeting place for the Galactic Council, but also as a central nexus for both intergalactic travel and trade between council territories.

Most recently, the Council was thrown into upheaval by a series of assassinations, the last of which took the life of the Spartax Emperor J'son, who had been pushing for the formation of a Galactic Union. Agents of the Intergalactic Empire of Wakanda were quickly identified as suspects, and a war broke out, with Wakanda on one side and the combined elements of all other Council members on the other. The war ended only when (more or less simultaneously) Skrull infiltrators sabotaged the Council forces, the Shi'ar

Superguardians deposed their leader Xandra and—perhaps most importantly—Nova (Richard Rider) awoke the Xandarian Worldmind and learned the truth behind the assassinations.

Inhuman leader Black Bolt and his brother, Maximus the Mad, had engineered the fragmentation of Council alliances (with an assist from the Grandmaster) so that Black Bolt could once again seize control of the Kree Empire and influence the Union. Although Black Panther (T'Challa)—leader of the Intergalactic Empire of Wakanda—learned this, he chose not to reveal the Inhumans' machinations, reasoning that this information could be valuable leverage when he needed to use the Union to achieve Wakanda's goals.

The new Galactic Union consists of most member civilizations that formed the Council, now united as a defense force instead of just a political body. The Fulcrum remains a central hub for the Union. Two prominent troublemakers are not part of the Union, however: the Shi'ar, because they refused membership, and the Skrulls, because the Union refused them. These absences, together with Black Bolt's maneuvering, suggest that the galaxy's history of conflict is not quite over yet.

THE NOVA CORPS AND XANDAR

Xandar was once the home to a thriving civilization overseen by the Xandarian Worldmind, a giant supercomputer housing the entire million-year history of the planet and the memories of its people. The Worldmind also channeled the Nova Force, which it used to empower the Xandarian defenders known as the Nova Corps.

After Xandar was nearly destroyed by Zorr the Conqueror, the planet survived as a cluster of interlinked planetoids with domed cities. These were mostly destroyed again by Nebula aboard Thanos' ship *Sanctuary II*, and the Nova Corps was reconstituted as a defense force for the entire galactic neighborhood—including Earth, the home of Richard Rider, who became the super hero known as Nova and one of the Corps' legendary Centurions.

When the Nova Corps gathered to face the Annihilation Wave, Rider was one of the few survivors after the forces ravaged Xandar again. The Worldmind took up residence in Rider's mind until a new home could be found. The Nova Corps was reconstituted in time to fight back against the Skrulls' secret invasion of Earth, but the Worldmind's poorly trained recruits were devastated. The Worldmind then merged with Ego the Living Planet to create Nu-Xandar, and it broke Rider's connection to the Nova Force.

Rider Returns

Rider reclaimed his role in the Nova Corps after his replacement as Nova Prime was captured during the War of Kings between the Inhuman-led Kree and the Shi'ar, during which many more poorly trained Worldmind recruits perished. The Worldmind itself became corrupted by Ego's lingering presence, and Rider was barely able to eliminate that influence by channeling the full power of the Nova Force.

Rider's attempt to rebuild the Nova Corps with recruits from many planets ran into trouble when most contributing worlds sent lowlifes and criminals, if not outright spies for the Shi'ar Fraternity of Raptors. With an assist from the Guardians of the Galaxy, the loyal Novas purged the corruption and restored the Corps to its former prominence—just in time for it to be annihilated by the Universal Church of Truth, with Rider the only survivor.

The Last Novas

The Worldmind, meanwhile, had been driven mad by lingering damage from Ego and the anguish of losing so many Xandarians. Reaching out from the Cancerverse—where it had been trapped when Rider escaped after Thanos' quest to win over Death—it tried to invade and take over Rider's mind. He fought back and, with the help of a young Nova from Earth, Sam Alexander, escaped the corrupted Worldmind and the Cancerverse.

When a series of assassinations rocked the Galactic Council and caused a war between its members and Wakanda (complicated by a massive Skrull infiltration of all parties), Rider traveled with Shuri and Star-Lord to the remnants of Xandar, where an uncorrupted backup of the Worldmind lay dormant. After extracting promises that Wakanda and Spartax would finance the Worldmind's continued function, he awakened it and learned that the true movers behind the war were the Inhumans. This revelation allowed the three of them to end the war, at least temporarily.

A subunit of the Nova Corps known as Supernovas—or Black Novas—operated as a black-ops wing of the organization. They wore black helmets instead of the Corps' traditional gold helmets, which gave each member their Nova Force-derived powers. Losses over time left Sam Alexander as the lone Supernova.

THE BADOON EMPIRE

An ancient race divided along gender lines, the Badoon are primarily known throughout the galaxy for the brutal conquests of their Brotherhood, a militaristic society that includes all males and originates on the planet Moord. An ally of Thanos, the Badoon Empire at one point occupied more than a third of the Milky Way. Other alliances of convenience saw the empire linked with the Brood and the Kree, but at other times, they also fought wars with the Kree and the Skrulls.

The Sisterhood of the Badoon is pacifistic and rarely ventures from its homeworld of Lotiara. Female Badoon are also notably furry, despite the Badoon's reptilian origin.

At various times, the Kree have used genetic experimentation to create Badoon Inhumans. Both sexes of the Badoon suffer from an intense mating drive that periodically sends them into fits, leaving all parties involved exhausted.

THE BROOD

The Brood are a spacefaring parasitic species that reproduces by laying eggs in a host body. The hatchlings consume the body and add the host's knowledge and memories to the Brood collective. Clan queens lead individual groups of Brood, all under the leadership of the Empress Brood. They travel the galaxies aboard enormous "space whales" known as Acanti, which the Brood enslave to use as transport. The Brood are as old as the universe, but they were first seen on Earth around 1,000,000 BCE, when the first Black Panther was tasked with stamping them out. Ever since, they have periodically threatened Earth, often with the X-Men as both their target and the first line of defense against them.

THE CHITAUURI

The insectoid Chitauri are divided into a strict hierarchy, with the Queen unchallenged at the top. A number of kings sit below her, and various ranks continue all the way down to the mindless drones who constitute most of the race's population. Each rank follows the orders of higher ranks (almost) without exception.



Art by Jesús Saiz



They comply so unthinkingly that Nova (Sam Alexander) was able to replace one of their kings and control a mass of Chitauri himself. The higher ranks are somewhat able to think for themselves, and they delight in cruelty and conquest.

All classes despise species that do not exist in a hive mind. On their homeworld, the Chitauri pit captives against each other in gladiator fights. One of the few exceptions to this mindset is the Chitauri warlord Warbringer, who embarked on an obsessive personal quest to capture the Infinity Stones and free his homeworld from Thanos' tyranny.

THE COTATI

Natives of the planet Hala—also the homeworld of the Kree—the treelike Cotati were initially pacifistic gardeners. Over the ages, however, abuse at the hands of the Kree and other races convinced them that animal life was untrustworthy. They still occasionally helped others—including Mantis and the Avengers, and even the occasional Kree—but over time, the prophecy of a Celestial Messiah turned them against all animal life.

That Messiah—Quoi, the son of Mantis and a Cotati who took over the body of the slain Swordsman—turned the Cotati into a potent force looking to avenge their millennia of suffering. After a series of wars that culminated in an invasion of Wakanda, the Cotati Swordsman was destroyed by one of his own Death Blossoms, and Quoi and the remainder of the Cotati were transported to a distant planet where they could return to their roots as peaceful gardeners.

KLYNTAR

The name Klyntar, meaning "cage" in the symbiotes' own language, originally applied to a planet created as a prison for the overthrown symbiote god Knull, who rebelled against his role as the King in Black, whom the Celestials had charged with the care of the Multiverse. The symbiotes who overthrew him also adopted the name Klyntar, perhaps seeing themselves as being caged within their hosts.

On Earth, symbiotes are widely hated and feared due to the actions of Venom and its various spawn, especially Carnage. When Knull came to Earth after freeing himself from Klyntar, symbiotes and their hosts—including Venom and Eddie Brock—fought back against him and won. Afterward, Brock was crowned the new King in Black, though his reign did not last.

THE KORBINITES

An ancient empire, the Korbinites suffered cataclysmic losses when the demon Surtur destroyed much of their galaxy to create his Twilight Sword. The Korbinites sought a new homeworld and created a champion to protect their colony ships: Beta Ray Bill. After many tribulations, Bill reached Earth aboard the colony flagship *Skuttlebutt*. During a battle with Thor, Bill lifted the Thunder God's hammer, beginning a long alliance with Asgard, which granted him the mighty weapon Stormbreaker to help him protect his people. He assisted in the founding of New Korbin, which was later destroyed by Galactus. Few Korbinites now survive, and most of them exist only as life forces stored within the Meta-Orb, an artifact constructed to preserve the Korbinite people until they can be placed in bodies again.

THE KREE EMPIRE AND THE INHUMANS

The Kree Empire was born from a war with the Skrulls, perhaps as long as a million years ago. The war lasted for millennia, as the Kree Empire expanded to include much of the Greater Magellanic Cloud. Competition with the Skrulls drove many Kree innovations, most notably the creation of the Supreme Intelligence. Originally designed to help the Kree create a Cosmic Cube, the Supreme Intelligence refused. It eventually became the first ruler of the empire and then something akin to a god, with the Kree religion devoted to it.

Kree contact with humans began thousands of years ago but remained sporadic until the Fantastic Four destroyed a Kree Sentry that had been left behind on Earth two thousand years before. Ronan the Accuser came to Earth to pass judgment on those who had attacked the Sentry. There followed a long, complex series of battles involving the Kree, Earth's super-hero teams, the Shi'ar and the Skrulls, often with the fate of Earth at stake, as the planet became a crucial strategic goal for all combatants.

Genetic Meddling

Apart from imperial expansion, the Kree devoted themselves to genetic experimentation, creating transformed offshoots of races including the Badoon, Centaurians, Kymellians and the Brood. One of the Kree's many experiments on other races created the Inhumans from normal humans, apparently by adding Kree genes to the human genome. Most of these subjects developed apart from ancient humans, taking to the stars thousands of years before human civilization began to appear.

Their home on Earth was Attilan, a remote island in the North Atlantic, and their culture grew ruthlessly utilitarian. An Inhuman's worth was judged by the usefulness of their powers, which were revealed by Terrigenesis—exposure to Terrigen Mist to activate the special genes.

Before the Inhumans left for space, a small but steady trickle of them fled Attilan. Their genes spread into the general human population, creating millions of latent Inhumans.

Inhuman Ascendancy

The Supreme Intelligence had a vision that it would be destroyed by a being known as the Midnight King, a product of Kree experimentation on humans. It ordered all Inhumans—and the Kree scientists working on those experiments—killed.

Earth's Inhumans survived, however, and thousands of years later, Black Bolt learned of the Supreme Intelligence's genocide. The Inhuman king sought vengeance by invading Hala and replacing Ronan the Accuser as leader of the Kree Empire.

War with the Shi'ar began again, and though the Inhumans won it with a Terrigen Bomb, Black Bolt was temporarily lost. When he returned, the Inhumans abdicated the Kree throne to return to Earth, and Ronan resurrected the Supreme Intelligence to restore the empire to its longtime normal state. The Supreme Intelligence decreed that Earth and the Inhumans should be destroyed, and a new war broke out. It ended only with the arrival of Galactus, who came to battle the Mad Celestials of Earth-4280. This conflict scared the Kree away.

Soon after, the Kree homeworld of Hala was conquered by the Builders on their way to Earth. Ronan and the other Accusers rebelled against the Supreme Intelligence's order to surrender.

On Earth, the Inhumans' home of Attilan—now a city-state floating in the sky over New York, after previously existing in the Himalayas and the Blue Area of the Moon—was under threat from Thanos. Black Bolt realized that the Inhumans faced extinction. To prevent this, he destroyed Attilan to spread Terrigen Mist across Earth, activating all the latent Inhumans.

The Accusers would eventually liberate Hala, and the Supreme Intelligence sent them to capture the immensely powerful cosmic artifact known as the Black Vortex. Ronan the Accuser captured the Vortex and used it to defend Hala, but the planet—along with the Supreme Intelligence—was destroyed by Mister Knife and the Slaughter Lords. (See page 26 for more on the Black Vortex.)

Civil war broke out between surviving factions of the Kree, including the Kree Imperium, which attempted to forcibly transform all Inhumans into soulless Super-Inhumans like their terrorist force known as the Vox. The Inhumans fought back, defeating the Vox. The civil war ended when the Kree/Skrull hybrid Hulkling was proclaimed leader of the new Kree/Skrull Alliance.

Most recently, to complete the long historical arc of exile and revenge, Black Bolt engineered the assassinations of several members of the Galactic Council—and the collapse of the Kree/Skrull Alliance—so he could retake the throne of the re-formed Kree Empire.

KYMELLIANS

After accidentally destroying their first homeworld with antimatter experiments, Kymellians created an artificial planet and spent centuries developing their latent powers to the extent that they became known as Sorcerers—though they used no true magic. There have been few interactions between Kymellians and humans. The most notable of these involved a Kymellian Sorcerer named Whitemane, who tried to prevent an Earth scientist from repeating Kymellia's mistake. Their enemies, the Zn'rx (or Snarks), instead kidnapped the scientist. In the ensuing battle, the mortally wounded Whitemane distributed his Sorcerer powers to the scientist's four children, creating the super-hero group known as the Power Pack.

RIGELLIONS

Rigellians are an ancient empire—highly advanced in terraforming and genetic sciences—that traditionally colonized worlds by engineering extreme weather disasters to threaten them. More recently, to avoid conflict, they began to focus on worlds with no sentient species.

A breakaway group of Rigellians started a war with the expanding Intergalactic Empire of Wakanda, which ended quickly in the Wakandans' favor, leaving many Rigellians without a homeworld. One of their rogue Colonizers attempted to seize Earth, but they broke off the attempt after Thor Odinson helped them battle the looming threat of Ego and the Black Galaxy. This cemented the friendship between Rigellians and Thor, who later helped evacuate their homeworld before the Black Stars destroyed it.

Rigellians have a technocratic bent and are practical when the occasion demands. They worked with other members of the Galactic Council to stabilize the galactic situation after Vulcan's violent purges, and they even cut a deal with Doctor Doom when Dormammu threatened to overwhelm the universe.

SAKAAR (PLANET HULK)

An unremarkable planet for most of its history, Sakaar experienced worldwide catastrophe when a cosmic vortex appeared in nearby space. This vortex has appeared and disappeared unpredictably ever since. Known as the Great Portal, it showers the planet with interplanetary debris and alien organisms when open. No one on Sakaar can predict or explain its rhythm.

Over the years, Sakaar developed into a place of contrasts, with the technologies of numberless worlds enlivening a brutal culture of warring tribes ruled by a capricious and corrupt planetary regime.

Sakaar's history intertwined with Earth's when the Hulk washed up there after the Illuminati tried to get rid of him by sending him into space on a shuttle to a distant planet from which he shouldn't have been able to return. On arrival, Hulk was forced into Sakaar's gladiator pits, where he became a champion and then led a rebellion, ultimately claiming the throne for himself. He and his queen, Caiiera the Oldstrong, led Sakaar into a new era, but she (along with countless other Sakaarans) died when the Hulk's shuttle exploded, long after its initial landing.

Swearing revenge against the Illuminati, Hulk embarked for Earth, unknowingly leaving behind his sons Skaar, who grew into a mighty warrior himself, and Hiro-Kala. Later, Galactus set his sights on Sakaar, and the planet was destroyed, then rebuilt and ruled by a conqueror known as Warlord. Other Hulks—including Amadeus Cho and She-Hulk—have spent time trying to navigate the blood-soaked intrigues and warrior culture of Sakaar En Nevo, the planet settled by Sakaaran refugees and once led by Hiro-Kala.

THE SHI'AR EMPIRE

As citizens of an empire of a million worlds, the Shi'ar are ancient, autocratic and aggressively expansionist, usually led by a Majestor or Majestrix, unless they have been recently deposed. Under the Shi'ar imperial model, individual worlds have some freedom to rule themselves and keep their cultures intact, as long as they adhere to the empire's overall wishes.

This is in keeping with their religious tradition, which calls on the Shi'ar to "marry" other cultures, strengthening both.

The Shi'ar first fought the Skrulls in a battle over the Tree of Shadows, and they also fought early wars with the M'kraan, causing such hatred that the M'kraan started calling themselves Scy'ar Tal, or "Death to Shi'ar."

Prosecutions and Politics

After a pitiless battle against an early host of the Phoenix Force, Rook'shir, the Shi'ar formed the Imperial Guard, which defeated Rook'shir and became a power almost the equal of the Majestor in certain eras. Centuries later, they battled the Dark Phoenix again, this time hosted by Jean Grey.

Majestrix Lilandra took the Shi'ar throne while the empire was battling Dark Phoenix, and after consulting with the Galactic Council, the Shi'ar put Jean Grey on trial (for the first time). Acting in Grey's stead, Professor X challenged the empire to the Arin'nn Haelar, a duel of honor that would decide Grey's fate. The X-Men fought the Imperial Guard and lost, after which Jean sacrificed herself to prevent the Shi'ar from destroying the solar system.

The Shi'ar also had Reed Richards prosecuted before the Galactic Council for reviving Galactus, who then devoured Tarnax IV, the Skrull homeworld. Richards was acquitted after persuasive arguments by his advocates, who included Odin, Uatu the Watcher and Eternity.

Deathbird

Lilandra's older sister, Cal'syee—forbidden to assume the throne because she had murdered her mother and younger sister—became known as Deathbird. Despite this, she conducted a nefarious campaign to overthrow Lilandra, even going so far as to ally with the Brood to usurp the throne. Her reign was short, ending with her overthrow by the Host, an infiltrating force of Warskrulls.

There followed the Kree/Shi'ar War, which ended in the near extinction of the Kree and with Deathbird being named viceroy of Hala. Like her rule of the Shi'ar Empire, this didn't last long. Soon enough, Lilandra was in charge again to face the Phalanx, whom they defeated only with timely help from the X-Men. The entanglement of the Shi'ar and the X-Men deepened as Lilandra and Professor X were married, although their marriage was later annulled.

Vulcan—the mutant brother of Cyclops and Havok—engineered Lilandra's overthrow and ascended the throne with Deathbird as his queen. Civil war wracked the Shi'ar, as the Starjammers—led by Vulcan's father—and many of the empire's citizens remained loyal to Lilandra.

After nearly killing Vulcan and Deathbird, the Starjammers escaped and made a run for Kree space. Vulcan followed as the Fraternity of Raptors assassinated Lilandra. A battle between Vulcan and Black Bolt ended with both disappearing through a rift in space-time, and Gladiator became the Shi'ar's new ruler.

The Fraternity of Raptors

Originally created as an elite black-ops force to further the clandestine goals of the Shi'ar, the Raptors were powered by amulets grown on the Tree of Shadows, which spawned mighty suits of Raptor armor interconnected by the Datasong. They grew too powerful for the empire's liking

and were imprisoned until the Skrulls' secret invasion, when several escaped. After Incursions and the restoration of the Multiverse, the Fraternity of Raptors continued as a ruthless Shi'ar paramilitary.

Xandra and Electron

Wars and rivalries were momentarily put aside as the threat of the Builders loomed, and the Shi'ar found surprising allies in the Avengers. Later, the Shi'ar attempted to destroy Earth, believing that was the only way to stop Incursions and save the universe. The Avengers and A.I.M. fought back, annihilating the Shi'ar fleet even as the final Incursion came ever closer.

With the rebirth of the universe in the Eighth Cosmos, the Shi'ar were also restored. A brief war with Asgard heightened dissatisfaction with Gladiator's rule, and he was replaced by Xandra, a genetically engineered descendant of Lilandra and Charles Xavier. She took a conciliatory view of the Kree/Skrull Alliance, and the Shi'ar became less combative, which came in handy when they needed help battling the threat of Knull and then Dormammu's invasion.

When the Galactic Council was shaken by a series of assassinations, the Shi'ar joined the initial reprisals against Wakanda, but Xandra's ship was infiltrated by Skrulls—who themselves were killed by Shi'ar leader Electron and his Secret Alliance of former Imperial Guardsmen. However, Electron was there not to rescue Xandra but to depose her.

Before Electron could execute Xandra, she escaped with the help of Professor X. Electron declared martial law, withdrawing all Shi'ar forces from the armada battling the Skrull faction. As the Galactic Council transformed into the Galactic Union, the Shi'ar stepped back, abandoning former allies and looking out for themselves.

THE SKRULL EMPIRE

Every Skrull is taught from childhood that they are meant to rule the cosmos. Conquest is their birthright, and their goal is the subjugation of the known universe, which would bring a final peace. There's hardly a spacefaring race the Skrulls have not gone to war with over the course of their history, which stretches millions of years into the past. But they were not always so violently expansionist.

The first Skrull empire was known as the Skrullian Federation, and it was developed via an established method. The Skrulls walked in disguise among a newly encountered race, then revealed themselves and offered to share their advanced knowledge if the new planet would join the Federation.

The Feud With the Kree

One such bargain involved the Kree, who were then sharing Hala with the Cotati. The Skrulls proposed a contest to decide which of the races would benefit from Skrull technology. Creating the Blue Area of the Moon as the setting of their contest, the Skrulls ultimately declared the Cotati victors.

Enraged, the Kree killed both their Cotati competitors and the Skrull judges, then stole the Skrull ships and used them to jump-start the Kree Empire. The first Kree/Skrull War followed, spanning hundreds of thousands of years and at least as many planets. It transformed the Skrulls from a cooperative trading empire to a warrior empire based on conquest, and they have remained that way ever since.

The Kree/Skrull War ended only when both sides realized it was impossible to win. They agreed to a contest of champions instead. When neither of the combatants could defeat the other after months of battle in Attilan, Uatu the Watcher stepped in to engineer a situation in which they joined forces to defeat the Inhumans and the

Fantastic Four. This allowed both empires to declare victory and bring the millennia-long war to an end.

Homeless

Catastrophe befell the Skrulls when Galactus consumed their Throneworld, Tarnax IV. Civil war erupted, leading to another broader war against the Kree and Badoon when the Skrulls temporarily lost their ability to shape-shift. When this ability was restored thanks to the Silver Surfer, the war ended and the Skrull Empire was reborn—only to bear the brunt of the Annihilation Wave. This conflict left the empire so devastated that its Queen Veranke sought to invade Earth and make it the new Throneworld.

This secret invasion failed and Veranke was killed, leading to a period of instability, with competing warlords seeking to dominate the former empire. Kl'rt—known as the Super-Skrull—emerged as the Skrull leader when the galaxy's civilizations rallied to face the threat of the Builders. Among the improbable alliances created by the war was



a working relationship between Kl'rt and the Avengers, who fought together against the Builders and then freed Earth from its occupation by Thanos and the Black Order. Basking in the glory of these victories, Kl'rt became Emperor of the resurgent Skrull Empire.

Alliances and New Beginnings

Weary of their endless war, both the Kree and the Skrulls decided to take a chance on an alliance. Taking advantage of Hulkling's mixed Kree/Skrull heritage, the Skrulls established a short-lived alliance with the Kree Imperium by putting Dorrek VIII (Hulkling's Skrull name) on the Emperor's throne.

The alliance was a marriage of convenience for the Skrulls, and it dissolved when they took part in a plot to assassinate leaders of the Galactic Council and sow chaos. Although this revived the Skrull Empire, the plot failed, and as punishment for their treachery, the empire was banned from joining the newly formed Galactic Union.

THE INTERGALACTIC EMPIRE OF WAKANDA

The Intergalactic Empire of Wakanda began with an expedition sent by T'Challa to learn the origin of the Mena Ngai, the great vibranium meteor, which landed in Wakanda and set the nation on its path to greatness. The expedition encountered a rupture in space-time and was catapulted millennia into the past.

Forced to survive on its own, the lost expedition started a colony in the Vega System and developed Wakanda's traditional emphasis on self-defense into a doctrine that all potential enemies should be conquered before they can make trouble. Thus was born the Wakandan Empire, which over two millennia, came to dominate several galaxies and fought wars against civilizations including Rigellians, symbiotes, Shadow People, Teku-Maza and the Kronans—from whom they at last succeeded in their original mission to learn the true secrets and power of vibranium.

T'Challa Redux

With their conquered peoples (known collectively as the Nameless) enslaved in vibranium mines, the empire continued to expand, now led by a warrior who claimed to be the second coming of T'Challa. He roused the empire for its greatest war yet, one against the Shi'ar. As with some of their other imperial conquests, this war cost the empire dearly, and this time, the most notable loss was T'Challa himself, who died as they defeated the Shi'ar and seized part of the M'kraan Crystal.

Shortly after, N'Jadaka—the chosen avatar of the goddess Bast and champion of the people—seized the throne after his predecessor attempted to have him and his retinue killed on a suicide mission. N'Jadaka led the empire to greater and more brutal conquests, pitilessly destroying entire systems and cultures to evangelize for Bast.

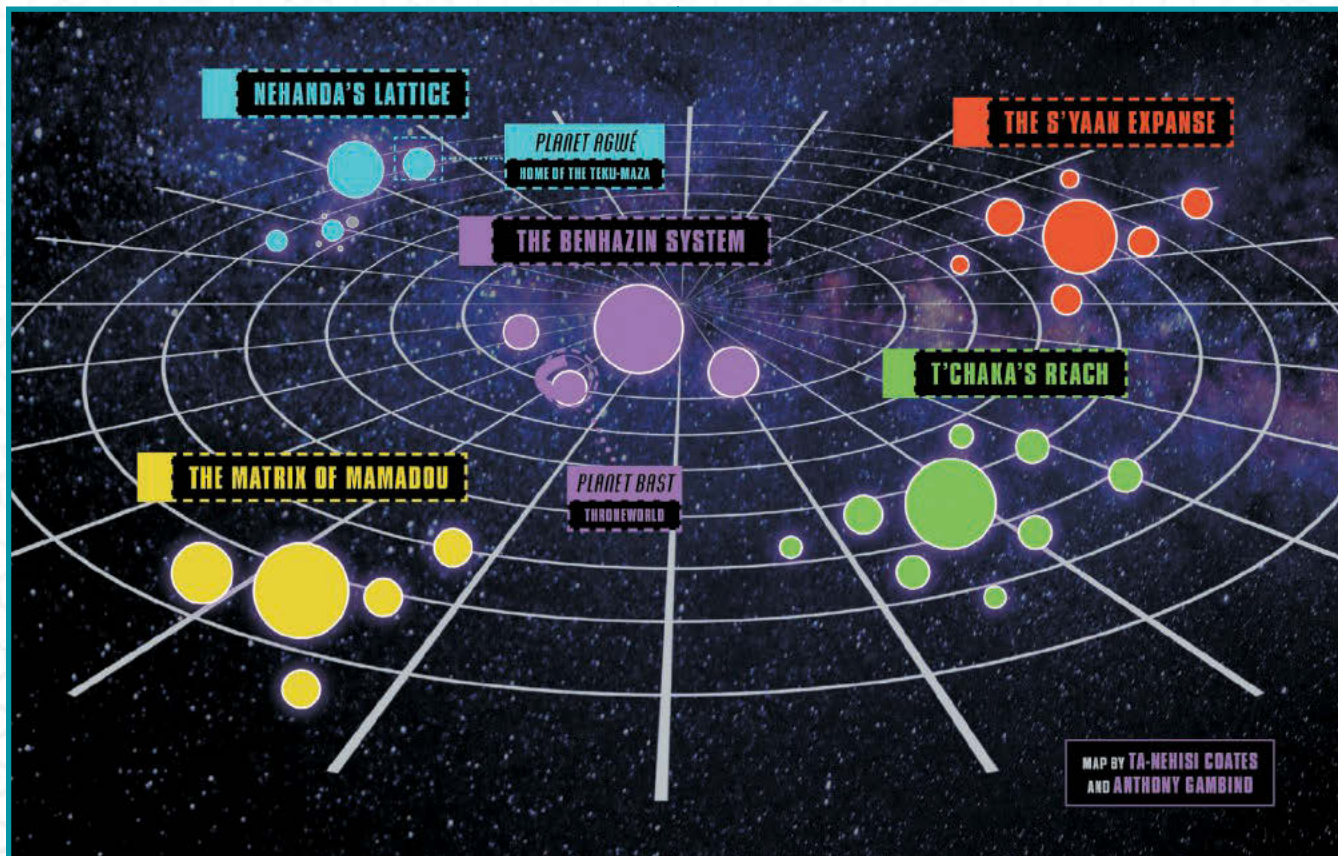
Contacting Home

A prophecy warned N'Jadaka that one day, the true living avatar of Bast would return to topple him, and this prompted him to contact the original T'Challa, revealing the empire's existence to Earth for the first time. He proposed an alliance between Wakandas, inviting T'Challa and Manifold to visit the empire—whereupon he erased their memories and enslaved them among the Nameless.

The Maroons—a group of Wakandan rebels trying to undermine N'Jadaka—learned of this, and with T'Challa's help, they captured the empire's shard of the M'kraan Crystal. N'Jadaka hunted the Maroons as they tried to unlock the Imperial Archive to restore the memories of all the Nameless slaves. When N'Jadaka could not crush the uprising, he turned against Bast and used his symbiote to take her divinity and become godlike himself.

Bast—possessing N'Jadaka's daughter, Zenzi—restored T'Challa's memories. Under the leadership of the Black Panther, the Earth-based Wakandans allied with the Maroons and Wakanda's one-time queen Storm against an Imperial invasion led by a resurrected Erik Killmonger. In the final face-off between N'Jadaka and T'Challa, the Black Panther finally struck down the symbiote-corrupted Imperial warlord with the Spear of Bashenga.





Wakanda Forever

With that, the Intergalactic Empire of Wakanda entered a new era, with T'Challa at its head and M'Baku as his regent. They made peace with the Shi'ar during the resistance to Dormammu's invasion, but this peace was not to last.

Black Bolt's manipulations and the Skrull assassinations of Galactic Council members cast suspicion on Wakanda, and the other members of the Council declared war on Wakanda. As the battle raged, the Skrulls were defeated, and the rest of the Council joined the Galactic Union (except the Shi'ar).

T'Challa knows the truth about how the war started, but he has kept the secret. Having to lead an entire spacefaring empire rather than a single nation, he hopes to use the information as leverage against Black Bolt to further Wakanda's interests.

ADVENTURES IN THE GALAXY

Many heroes can spend their entire lives on Earth without ever leaving the planet, much less the solar system. When they become embroiled in galactic dangers or intrigue, though, here's how to handle it.

Suggested Rank

Although heroes of any rank can get involved in a spacefaring adventure, in most cases, they should be Rank 4 or higher to be able to deal directly with the kinds of threats they are bound to face in the vastness of space. Standing up to a platoon of Kree or Skrull warriors is not for the faint of heart—or those lacking in power.

If a hero doesn't seem sturdy enough to manage such confrontations, consider having them temporarily borrow a battle suit or iconic item. This can even out the odds for them and help the adventure stand apart from the hero's regular fare.

Starting on Earth

If the heroes are Earthlings by birth—or at least have been raised on Earth—they likely need a good reason to head for the stars. Once they get started, they can wind up in all sorts of amazing interstellar adventures. The trick is getting them out there in the first place.

This generally requires two things: a reason to get off the planet and the means to actually do so. Sometimes, these can be the same thing, especially if the original owner of the means of leaving the planet comes hunting for it.

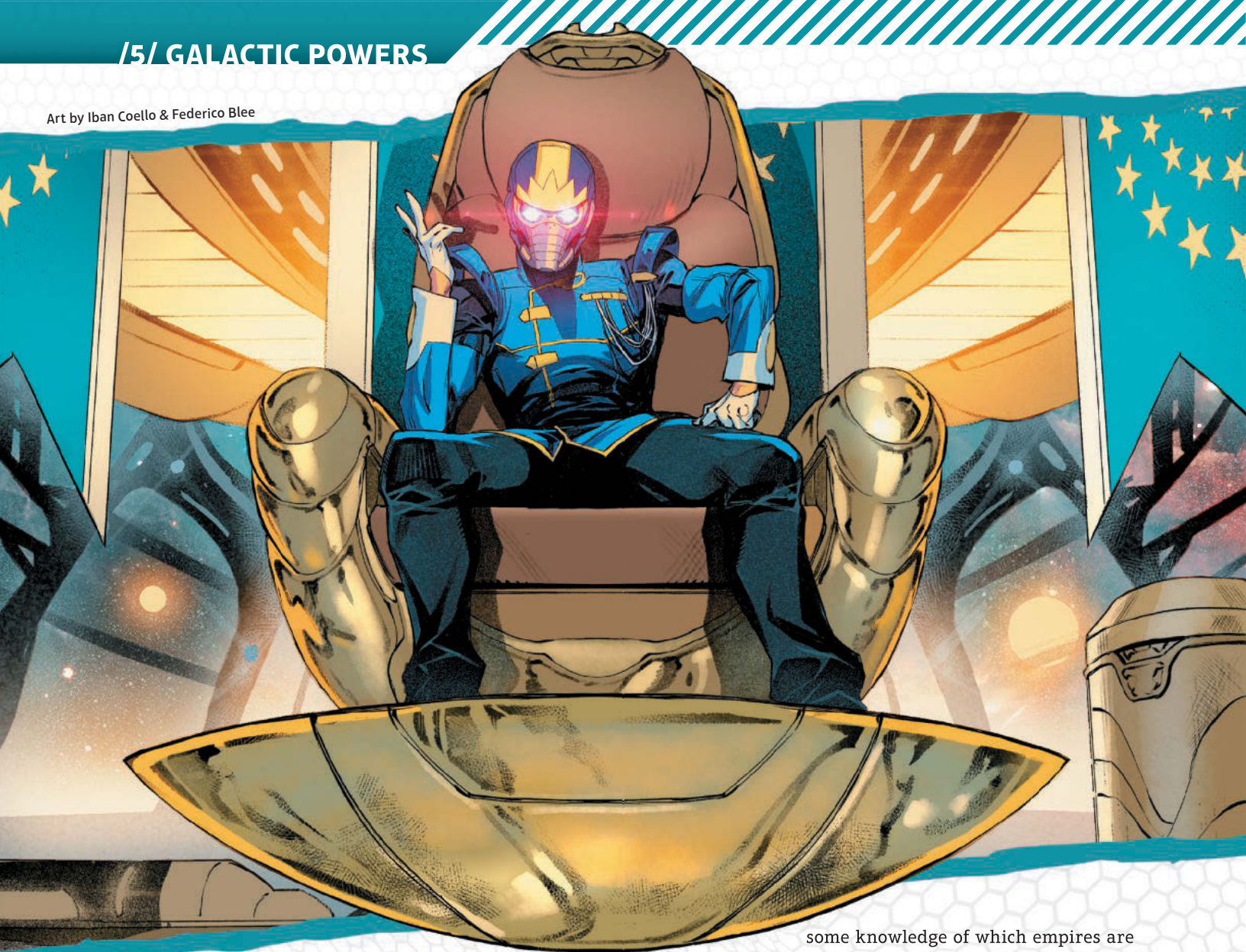
Good reasons to leave Earth (or any planet) can include:

- ▶ The Earth has been invaded by aliens, and the heroes have to take the fight to them, off-planet.
- ▶ Someone the heroes care about has been abducted into space.
- ▶ The heroes need something that they can't find on Earth.
- ▶ The Earth is about to be destroyed—or at least it seems that way—so it's time to leave.

Leaving Earth

Some heroes can leave the Earth's gravity well and even the atmosphere under their own power, but not all are so fortunate. In such cases, they need some kind of transportation. The

Art by Iban Coello & Federico Blee



easiest way is to find a spaceship and arrange for a ride to the stars—or buy, borrow or steal it.

Heroes who have little experience in space aren't likely to know how to fly a starship though. Even if they can figure it out—or are lucky enough to find a craft that's built to be easy enough for even a child to operate—they might not know where to go or how to get there.

For this reason, it's best if such heroes have a guide or escort to help them with their travels. This could be someone they hire, someone they make friends with or someone who needs their help. Alternatively, they could get kidnapped on a ship or stow away on it.

Starting in the Stars

If the heroes aren't from Earth in the first place, that makes things a lot easier. They likely already have some way to get around, whether under their own power or otherwise. Similarly, there's a good chance they are already familiar with galactic society and how to move about it.

For instance, the heroes probably have a means of planetary identification, money they can use or exchange throughout most of the Galactic Union, communication equipment that works on worlds other than their own and

some knowledge of which empires are friendly or hostile to people of their sort. These and similar aids can prevent all sorts of misunderstandings, and those folks who don't have them are instantly marked as not being from around here.

Strangers in Strange Lands

When a hero winds up away from their world, remember that the locals they run into consider the hero to be the alien, not the other way around. If this is meant to be a long-term issue—or it happens at character creation—the hero should consider taking the Outsider occupation, which gives them the traits Connections: Outsiders, Fresh Eyes and Stranger.

In addition, as aliens, the heroes might consider taking the tag Extreme Appearance. This is only necessary in places where the locals don't look anything like the heroes. A human, for instance, might be able to pass for a Kree, at least without a close inspection. It's much harder for a human to pretend to be a Skrull—unless they claim to be a Skrull who has, for some reason, changed form to look human.

In some locations, though, enough aliens regularly pass through that no one cares what anyone looks like. Knowhere, for instance, hosts so many different kinds of people that one would have to be outrageously different for anyone to think that they have an Extreme Appearance.

Earthly Issues

Earthlings are relatively new to space travel. The Fantastic Four's first mission to space, for instance, happened just over a decade and a half ago.* However, in that time, Earth and the people who call it home have earned a staggering reputation for being both naive and dangerous.

The naivete comes from a simple lack of experience. It doesn't take long for most people with any level of curiosity to get up to speed on galactic politics and current events, but most citizens of the Galactic Union consider Earthlings to be backwoods rubes until proven otherwise.

At the same time, such citizens know that Earth has quickly become a hotbed of universe-shattering activity. After all, the Incursions were based around Earth, which is why some alien empires believed that destroying the planet would be the best for everyone—or at least everyone who didn't live on Earth.

Earth is also the home of the current wielder of the Phoenix Force (Jean Grey), the greatest warrior of Sakaar (the Hulk) and the leader of one of the great intergalactic powers (the Black Panther). Most galactic citizens have learned the hard way to be careful around Earthlings. This attitude can range from obsequious pandering to preemptive execution, so heroes should be on their toes during any such meetings.

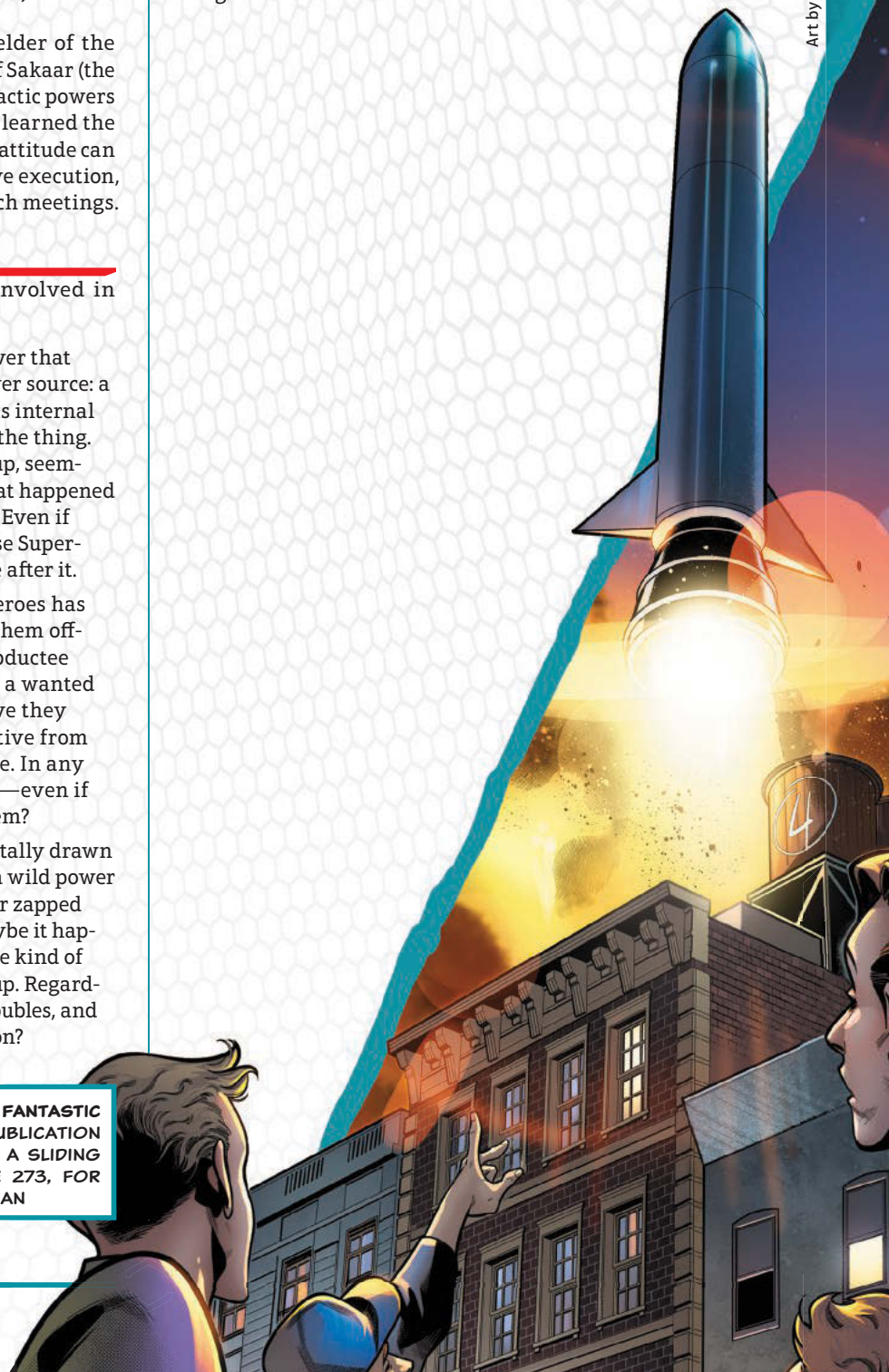
ADVENTURE HOOKS

Here are five adventure hooks for heroes involved in galactic intrigue.

- ▶ At the end of an adventure, the heroes discover that their foes have been using a mysterious power source: a black Supernova helmet. They'd turned on its internal reactor but never managed to fully activate the thing. Once the heroes recover it, though, it starts up, seemingly on its own. Whose helmet is it, and what happened to them? Will the owner come looking for it? Even if they don't, if word gets out that there's a loose Supernova helmet around, someone's sure to come after it.
- ▶ Someone important to one or more of the heroes has been abducted by a spacecraft that hauled them off-planet. Was this a random act, or was the abductee targeted for some reason? Are they secretly a wanted outlaw who's been hiding out on Earth? Have they perhaps inherited the debt of a distant relative from the stars? Or maybe it's all just a big mistake. In any case, how can the heroes go after them, and—even if they figure that out—how can they find them?
- ▶ The powers of one of the heroes have accidentally drawn the attention of a now-angry alien. Perhaps a wild power blast of theirs destroyed a priceless artifact or zapped a particularly sensitive alien in the eyes. Maybe it happened through a pin-sized wormhole by some kind of fluke, or maybe someone is setting the hero up. Regardless, the alien wants recompense for their troubles, and they want it now. Or is this all some sort of con?

***EDITOR'S NOTE: "WHAT?!" YOU MIGHT SAY. "THE FANTASTIC FOUR LEFT EARTH IN THE 1960s!" WELL, YES, IN PUBLICATION YEARS. BUT THE MARVEL UNIVERSE WORKS ON A SLIDING TIME SCALE. SEE THE CORE RULEBOOK, PAGE 273, FOR MORE ABOUT THAT. --BACK-TO-THE-FUTURE BRIAN**

- ▶ A map to an incredible treasure on the far side of the galaxy falls into a hero's lap. They just have to figure out how to get to it. Whose map is it, and might someone come looking for it? Is someone else already hunting for the treasure too? Maybe it would be safer to sell or give the map to someone else, if the hero can vouch for its veracity. Or is this some kind of trap using the map as bait?
- ▶ The heroes' headquarters is instantaneously transported to a distant part of the galaxy. Who did this to them, and why? Maybe one of their enemies set them up or wants them out of the way for a bit so they can commit crimes without interference. Can the heroes talk their way out of this one, or will they have to fight their way out? Are they even going to get the chance?







DOCTOR DOOM

FROM AN OBJECTIVE STANDPOINT, IT'S HARD TO SAY WHO truly deserves the title of the Most Dangerous Man on Earth. Doctor Doom, however, has to be at the top of most lists. Doom has also been at the heart of the Secret Wars since the very beginning.

HUMBLE BEGINNINGS

Born into the Zefiro clan of traveling Romani in the Eastern European country of Latveria, Victor Von Doom and his family faced oppression on a daily basis. The then-ruler of Latveria—Baron Vladimir Fortunov, also known as Baron Sabbat—maintained his power long after most of Europe's monarchs had fallen by relentlessly scapegoating the Romani people. The baron's military chased the Romani back and forth across the country.

Despite the persecution, Victor's parents—Werner and Cynthia—were respected healers, with Werner specializing in traditional herbal medicine and Cynthia focusing on mystical cures. Soon after Victor's birth, Cynthia was visited by the demon Mephisto, who offered to grant her any wish in exchange for her soul.

Hoping to create a better life for her son, Cynthia wished for the deaths of the "baron's men." Mephisto devilishly interpreted these words as targeting not just the baron's soldiers but all of the men in the village where the soldiers were stationed, making Cynthia responsible for the deaths of hundreds of innocents. Sick with remorse, she threw herself down before the surviving villagers and pleaded for their mercy. They responded by burning her at the stake.

For the next few years, Werner did his best to raise Victor on his own. Then the baron ordered Werner to cure

his terminally ill wife, and when Werner could not manage it, the baron demanded the man's execution.

Pursued by men on horseback, Werner trudged dozens of miles through the snow to deliver Victor into the hands of an old friend, Boris Karela. As Werner lay dying from frostbite and exhaustion, he said three final words to his son: "You must protect."

Becoming Doom

Victor took these words to mean "You must protect our people. You must protect Latveria."

After unearthing an old chest containing his mother's notes on magic, Victor spent the next several years preparing to rule Latveria. He taught himself not just the mystic arts but also modern sciences like biology and robotics.

He also began a one-man guerrilla war against the baron's reputation. Using a combination of magic spells and scientific devices, Doom subjected the baron's administration to a long series of public embarrassments.

In the midst of this, Doom embarked on a brief romance with Karela's granddaughter Valeria. However, as his studies went on and his war against the baron intensified, the two grew apart. The relationship ended when Doom accepted a scholarship to study abroad at the prestigious State University in New York.

The faculty initially assigned him a dorm room with Reed Richards, future leader of the Fantastic Four, but Doom was unwilling to share a space with anyone. After some negotiating, he obtained a large single room for himself, where he worked to design a device capable of communing with his mother's soul.

Accounts of what happened next differ. Doom claims that Richards uncovered the project and, driven by jealousy, attempted to sabotage it. He claims that, despite Richards' interference, the device worked perfectly and that Mephisto himself intervened to send the experiment spiraling off the rails.

Richards, in a more likely account, maintains that Doom's equations were off by a few decimal places. He tried to help correct Doom's work, but the man was too proud to admit any fault in his designs.

In any case, Doom's device blew up in his face.

Though the accident left him with only minor scars, the blow to his ego went much deeper. He dropped out of college and spent the next several years wandering the globe, seeking knowledge in forbidden places. Eventually, his travels took him to the icy mountaintops of Tibet, where he stumbled upon an ancient society of monks in an isolated cavern.

Perhaps in hopes of soothing the young man's shattered spirit, the monks helped Doom forge a suit of armor to cover his scars. Reinvigorated, Doom rechristened himself Doctor Doom and returned home to, at last, organize a full-scale revolution against the government. After personally choking the life out of Baron Fortunov, he took the baron's place as Latveria's uncontested monarch.

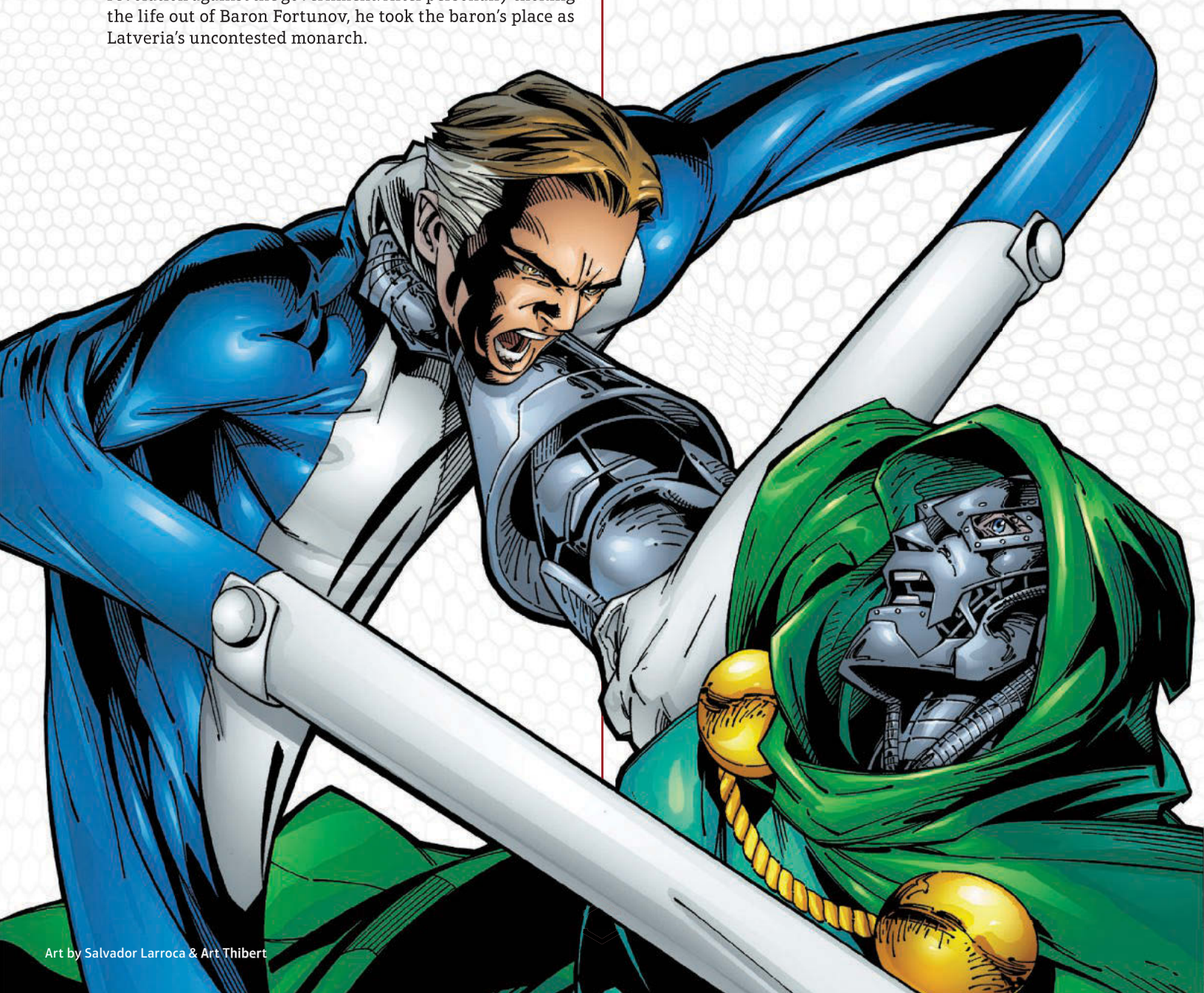
DOOM REIGNS

Around the same time, Reed Richards and a few of his closest friends embarked on the space trip that transformed them into the world-famous Fantastic Four. Had Doom ignored the rise of that heroic team and focused on improving the lives of his people, he might today be a beloved and respected monarch, but he couldn't stand to see the college clique he despised so much doing so well.

Attacking the Four

Using state resources, Doom took the Invisible Girl hostage and forced the other three members of the FF on a mission across the timestream to retrieve a handful of mystic stones from the treasure hoard of the legendary pirate Blackbeard. The team found the stones but decided not to turn them over to Doom. When they returned to the present, Doom tried to kill them, but the Invisible Girl managed to free herself and help the others escape.

This was the first time Doom had ever been truly thwarted, and it turned his interest in the Four into an absolute obsession. He convinced one of their other enemies, Namor,



to attack them in the Baxter Building, and while they were busy fighting, Doom launched the entire building into space. Namor helped the Four turn the tables on Doom and strand him on a passing meteor.

When Doom returned to Earth, stronger than ever, he tried everything he could think of to destroy the Four. Here are just a handful of the plots he perpetrated during this early, manic period:

- ▶ Swapping bodies with Mister Fantastic and taking the Four down from within.
- ▶ Shrinking the Four down to the size of ants and stomping on them.
- ▶ Luring the Four into traps designed specifically to counteract their powers.
- ▶ Turning the Four's own headquarters and gadgets against them.
- ▶ Tricking every villain in New York into attacking the Four at once during the wedding of Mister Fantastic and the Invisible Girl.
- ▶ Robbing the Silver Surfer of his Power Cosmic and annihilating the team.
- ▶ Trapping the Four in a Latverian village and blowing it up.

Unfortunately for Doom, every last one of these schemes failed miserably.

Desperate for any sort of win, Doom began to attack other heroes like Daredevil, Iron Man, the Avengers and the Hulk. Though these conflicts were no more successful than his fights with the Four, they garnered him a reputation as an elite super villain feared around the globe. This brought Doom great joy, but it also brought renewed calls for his overthrow, opening the door for Baron Fortunov's son Zorba to foment a revolution.

Renewals

Doom tried to soothe his people's concerns by offering to step down and let a clone of himself—whom he presented as his long-lost son—take the reins of power. However, with the help of the Fantastic Four, Zorba Fortunov uncovered Doom's scheme and forced him into exile.

The Fantastic Four soon came to regret their role in this affair, as the new Baron Fortunov reinstated many of his father's bloodthirsty and oppressive policies. As such, the heroes reluctantly decided to help Doom return to power.

During the conflict against the baron's forces, Doom made a promise to a sympathetic Romani peasant that he would protect her from the chaos. When the baron's men shot her down, he atoned by taking her son, Kristoff Vernard, as his own.

For a while, Vernard enjoyed a stern but secure upbringing as Doom's ward. That changed when, during one of Doom's fights against the Fantastic Four, the monarch was seemingly annihilated by Terrax the Tamer, herald of Galactus.

Doom had, in fact, survived by transferring his consciousness into the body of a random passerby, but his robotic servants assumed he was dead and began carrying out his contingency plans. They implanted a partial brain imprint of Doom into Vernard, making the boy believe that he was the real Doom. Vernard immediately took control of Latveria and began menacing the Fantastic Four, just like Doom.

THE SECRET WARS TRILOGY

Then things got *really* complicated.

Secret Wars II

After spending some time rebuilding his armor, the real Doom took control of the Latverian embassy in New York and used the devices therein to summon a power capable of giving him back his destroyed body. This was during the Beyonder's visit to Earth—also known as the second Secret Wars—so Doom inadvertently summoned the Beyonder.

Doom tried to steal the Beyonder's powers, but someone bearing Doom's visage had already attempted the same thing during the first Secret Wars, so the Beyonder was able to turn the tables. The Beyonder considered killing Doom, but after examining the man for a moment, he realized that this version of Doom had no memory of the first Secret Wars, because they hadn't happened to him—at least, not yet.

To avoid a time paradox, the Beyonder restored Doom to his original body, erased his memories of the immediate past and sent him back in time to the beginning of the first Secret Wars.

Secret Wars I

Though Doom arrived on the original Battleworld disoriented and confused, he began hatching a plot to turn the situation to his advantage. He constructed a machine to steal the powers of Galactus and then attempted to rob the Beyonder of his powers as well.

The Beyonder hit Doom with a blow that would have killed him under any other circumstances, but on Battleworld, the mind shaped reality, and Doom refused to admit defeat. Dragging himself back from the brink of death, he bested the Beyonder and claimed the being's power as his own.

Though Doom had absolute power, he lacked absolute control. He dared not sleep—or even daydream—lest he destroy the universe with a stray thought.

Possessing the villain Klaw, the Beyonder convinced Doom to relinquish his new abilities. The moment the Beyonder was restored, he returned Doom to the exact spot he was standing before being sent to Battleworld in the first place.

Secret Wars III

Though the time loop had been resolved, Doom was still missing the memories the Beyonder had erased before he sent Doom back in time. This incompleteness left Doom feeling weak and hollow, rendering him unable to defeat Kristoff Vernard or retake Latveria.

The Beyonder had seemingly been killed at the end of the second Secret Wars, but Doom suspected that the cosmic being had, in fact, re-formed within an alternate universe created by his supposed destruction. Doom tricked the Fantastic Four into accompanying him on an expedition to this hiding place, where he hoped to force the Beyonder to restore his mind.

This little-known incident—sometimes called the third Secret Wars—ended with the Beyonder temporarily merging with the Molecule Man to form a Cosmic Cube, which Doom got a hold of for just long enough to restore his mind to normal.

LATER SCHEMES

Wholly himself again for the first time in ages, Doom charged back into Latveria, restored Vernard's mind and retook the country. Then he resumed his usual attacks on the Fantastic Four.

Doom immediately struck a blow against the Four by turning their newest member, She-Thing (Sharon Ventura), against her allies in exchange for restoring her to human form. Though Ventura later reneged on the deal, the Four couldn't trust her anymore, and they permanently removed her from their team.

Doom had now fully separated the Fantastic Four from one of their allies, a rare achievement. It should have been a great victory for him, but a short time later, Vernard escaped from Latveria and allied himself with the Four, effectively reversing Doom's gains. Though Vernard stuck with the FF for only a few adventures, he continued to interfere with Doom's plans long afterward.

Heroes Reborn

Doom took another few cracks at killing the Fantastic Four, but then the FF, the Avengers and Doom himself were all seemingly killed in battle with a psychic entity known as Onslaught. Franklin Richards used his godlike powers to save the day by whisking Onslaught's victims to a pocket dimension of his own making, but in doing so, he erased the victims' memories and rewrote their pasts so that they had always been residents of that new Counter-Earth. They effectively became new people with new lives, new personalities and even new abilities.

Eventually, everyone who had been transported to Counter-Earth regained their memories. Doom led the construction of a vessel to take everyone back home, but as soon as the heroes were on board, he attempted to steal Franklin's powers. Thor (Odinson) foiled the scheme, but Doom managed to escape back to Counter-Earth. With no heroes around to stop him, he easily conquered the planet.

Perhaps inspired by Franklin's ability to dream up entire worlds, the ancient Dreaming Celestial intervened to free Counter-Earth from Doom's influence. He dragged the planet out of the pocket dimension and placed it on the same orbital path as Earth-616 but on the opposite side of the sun.

Doom tried to turn the situation to his advantage by leveraging his Counter-Earth resources to mount an invasion of Earth-616. However, a combination of infighting within his own forces and strong resistance from the FF spoiled his efforts.

Valerias

During this low point, Reed Richards asked Doom for a favor. As detailed in Chapter 2: The Fantastic Four, the Invisible Woman was in the middle of an unstable and mystical pregnancy, the kind that only a master of the mystic arts like Doom could handle. Richards would do anything to ensure the safety of his wife and his future child, even beg his greatest enemy for help. Doom delivered the baby in exchange for the right to name her, after his childhood sweetheart.

Something happened inside Doom the day Valeria was born. He found himself caring for the child as he had never

cared for anyone before. He even named himself the girl's godfather, over the objections of the FF, who still consider the Human Torch to be her true godfather.

Perhaps to prove that he wasn't going soft, Doom sought out the original Valeria, rekindled their romance and then threw it away, sacrificing her to a demon to augment his own power. The FF managed to defeat and imprison this super-charged Doom, but in the process, Mister Fantastic was badly scarred and trapped inside Doom's armor.

The armor slowly rewrote Richards' personality, making him more like Doom and eventually leading him to conquer Latveria. The rest of the team brought him back to his senses—just in time for the real Doom to break out of prison and kill the Thing. Undeterred, the FF broke the barrier between life and death, pursued Grimm's spirit all the way to the gates of paradise and led him back to the land of the living.

Future Foundation

Though his gains against the FF were reversed, Doom had achieved a partial victory over the team, so his rage settled down for a while. He spent the next few years lurking in the background, endeavoring to twist world events in his favor.

Doom joined Namor in forming a secretive organization of villains called the Cabal, but despite grand ambitions, the group disbanded after a few adventures. Soon after that, he attempted to rob the Scarlet Witch of her powers, inadvertently causing the M-Day incident, which devastated mutant populations around the planet.

At around the same time, Doom tried to manipulate a group of villainous super-geniuses called the Intelligencia into doing his bidding. When they caught wind of Doom's plans, they forcibly removed a chunk of his psyche.

At Valeria's insistence, Doom joined the Fantastic Four's new broad-focus organization, the Future Foundation. The Foundation used Kristoff Vernard's mind to help rebuild the missing pieces of Doom's brain, and in return, Doom served with the Foundation faithfully.

For a brief moment, he was a genuine part of the Fantastic Family. He even helped the Foundation defend itself against the all-powerful Celestials, holding the space gods off long enough for the rest of the team to figure out a path to victory.

His debt paid, Doom left the Future Foundation and returned to Latveria, but a part of him remained fixed on the cosmic problems the Foundation was created to study. He began researching the multiversal phenomenon of Incursions, in which two universes spontaneously overlapped with each other, often leading to the destruction of both.

The New Secret Wars

With the help of the Molecule Man, Doom discovered that the Incursions were a natural side effect of an omniscient plot set into motion years prior by the Beyonders. The godlike beings had created the Molecule Man and his multiversal variants as unknowing time bombs. At a preset time, every Molecule Man was supposed to die and explode, taking their universes with them and destroying the entire cosmos so that the Beyonders could start over fresh.

Doom put together a multiversal army to foil those plans by killing Molecule Men ahead of schedule. This scheme ultimately failed, but it gave Earth-616's Molecule Man the

opportunity to stitch the last vestiges of existence into a composite planet, a new Battleworld.

With the help of the Molecule Man, Doom spent the next several years reigning over Battleworld as the supreme leader of the last planet in existence. The full details of the ensuing Secret Wars between Mister Fantastic and Doom are covered in Chapter 7: Secret Wars and Chapter 8: Battleworld.

After the conflict, Mister Fantastic, the Invisible Woman, the Molecule Man and the rest of the Future Foundation set out on a journey to re-create the Multiverse. In the meantime, Doom and the other members of the Fantastic Four returned to the rebuilt Earth-616.

As a final gift, Mister Fantastic and the Molecule Man restored Doom's face.

The Infamous Iron Man

For the first time in decades, Doom was physically and emotionally whole. He was no longer ashamed to show his face in public, and more importantly, he was no longer competing with Mister Fantastic.

Doom started thinking that perhaps Richards had been right all along. Perhaps it was better to try to improve the world through acts of heroism rather than ruling over it. Conveniently, Iron Man (Tony Stark) had gone into hiding, seemingly having been killed in battle. Doom had always held a great deal of respect for Iron Man, and he already had a set of power armor, so it made sense to take up the fallen hero's codename.

As the Infamous Iron Man, Doom used his encyclopedic knowledge of super villains to wreak havoc across the underworld. However, after just a few missions, the criminal mastermind known as the Hood scarred Doom's face again, sending him spiraling back into spite and self-hatred.

Unrest

Dejected, Doom gave up the title of Iron Man and returned to Latveria to focus on governance. The following months were filled with civil unrest within both Latveria proper and the neighboring province of Symkaria. To prevent yet another Fortunov from seizing power, Doom repaired his ties with Vernard and reinstated him as his apprentice. He also recruited a capable new general, a mystically talented young woman named Victorious.

Victorious fell in love with Doom, and the pair were soon engaged. Hoping to bury the hatchet for good, Doom invited the FF to the wedding. However, on the night before the wedding, Victorious began to fear that Doom did not love her the way she loved him. In a moment of weakness, she slept with the Human Torch.

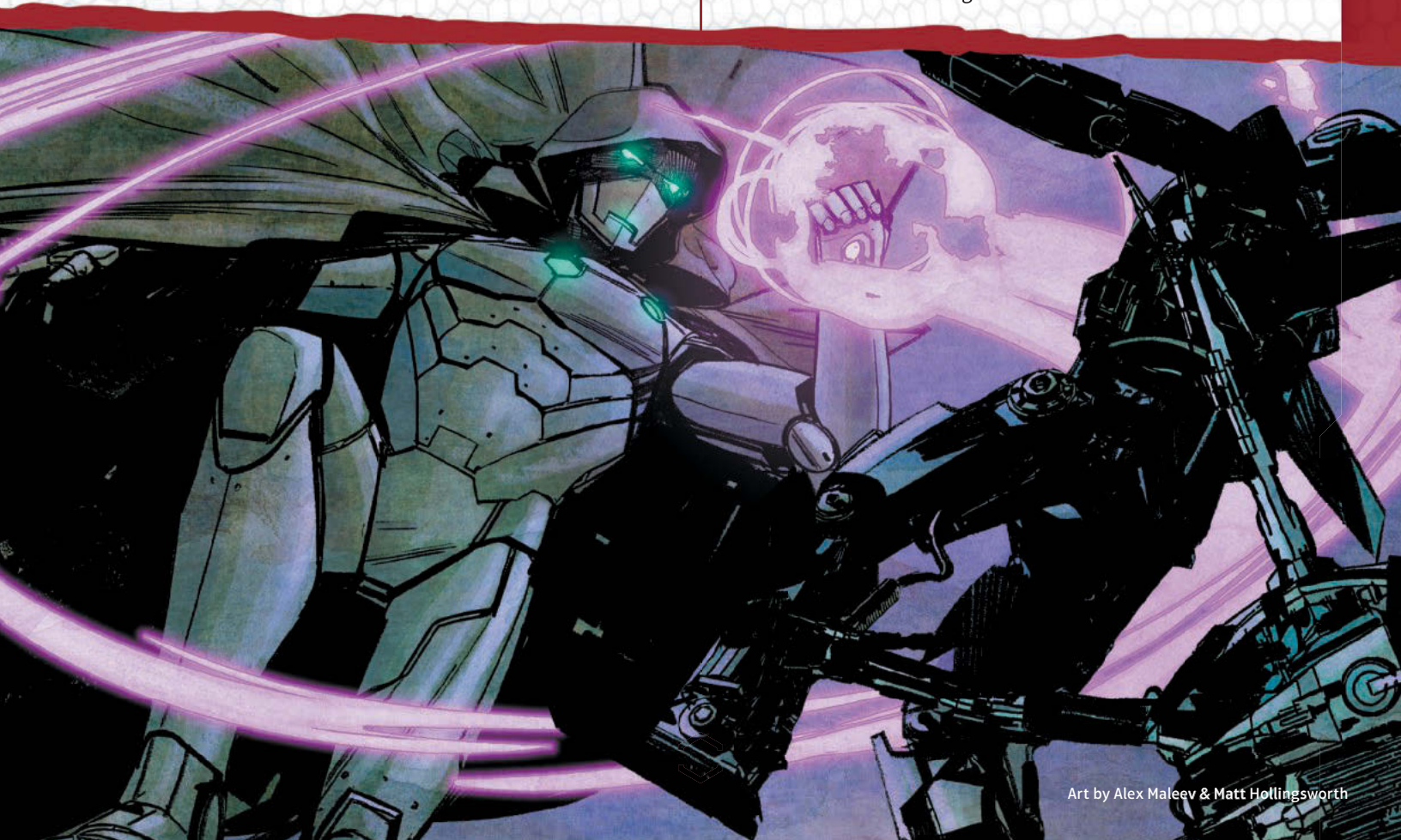
At the altar, Victorious broke down and confessed to her affair, embarrassing Doom in front of dozens of international reporters. All of Doom's hatred for the Fantastic Four came rushing back at once. He exiled Victorious from Castle Doom and resumed his rivalry with the quartet.

ONE WORLD UNDER DOOM

As angry as he was, Doom knew he couldn't keep trapping the FF in convoluted, deadly situations and expect to come out the victor. Instead, he endeavored to outdo them, to render them obsolete, to prove himself their intellectual and moral superior.

Soon enough, he found the opportunity to do just that.

The world had been caught up in the Blood Hunt, a global vampire assault led by the original vampire, Varnae. The vampiric forces plunged the world into an unending night, and to dispel the darkness, Doctor Strange relinquished the title and powers of the Sorcerer Supreme to the only person more skilled in black magic than himself: Doctor Doom.



Doom promised to return the title as soon as he had “saved the planet,” but he had utopian ambitions. Once Varnae had been defeated, Doom set out to take over Earth and turn it into a paradise.

The powers of the Sorcerer Supreme were still not enough, so Doom trapped the people of his kingdom under an impenetrable dome where he secretly began harvesting their life force for his magic. Though this was unimaginably painful for the people of Latveria, it gave Doom the strength he needed to seize control of the planet.

Emperor Doom

Outwardly, Doom’s regime seemed benevolent. He instituted universal healthcare and higher education programs across the globe. He annihilated dozens of oppressive regimes and hunted fascist groups like Hydra to the brink of extinction. He even took over the administration of Doctor Strange’s school for magic, moving it to Latveria and renaming it Doom Academy.

Doom also established a couple of super-teams to help him administer his new empire. He renamed the Pan-Asian team Tiger Division to Doom’s Division. Simultaneously, he put Kristoff Vernard in charge of a new “superior” version of the Avengers—a team drawn from other universes conquered by other versions of Doom.

Many nations welcomed Doom’s forces as liberators. However, the Fantastic Four knew Doom too well to place their trust in his leadership, and after a few false starts, they succeeded in penetrating Latveria’s dome and exposing the tyrant’s misdeeds to the world. Public opinion turned against Doom overnight.

Doom’s empire had been shaken to the breaking point, yet he refused to surrender. He fought off almost every hero on Earth—including the Avengers and the Fantastic Four—stopping only when he realized that, in all the chaos, he had accidentally struck down his goddaughter Valeria. To save her, he cut a deal with the Living Tribunal: her life in exchange for his own.

Doom perished, ending his empire. In his will, he left the entirety of his personal fortune to Valeria. Though she gave the majority of his possessions to charity, she kept Doom’s private island—Doom Island—and his Doombots for herself. Unbeknownst to her family, she has been working to reprogram the Doombots into friendly Fantastic Four allies.

In Doom’s absence, numerous international factions, including the U.S. government, have attempted to lay claim to Latveria. However, if there’s any way to return from wherever the Tribunal sent him and retake his homeland, Doom is sure to find it.

LOCATIONS

Though Doom has traveled to the ends of the cosmos and back, his life remains bound to the land of his birth.

Castle Doom and Doomstadt

After Doom ousted the Fortunovs, he moved into their ancestral home—an intimidating mountaintop keep called Castle Sabbath—and renamed it Castle Doom. Similarly, he changed the name of the surrounding capital city from Hassenstadt to Doomstadt. In the years since, Doom has made significant changes to both Castle Doom and Doomstadt while taking pains to preserve the existing aesthetic.

Doomstadt is a wealthy city, but from the outside, it looks like a simple Germanic village. Castle Doom contains some of the most sophisticated technology on the planet. Robotic Servo-Guards roam its halls, protecting the building from intruders, while in the inner keep, artificial replicas of Doom himself—Doombots—work tirelessly to complete experiments most humans could scarcely conceive of. The tunnels beneath the castle stretch so far and deep that only Doom knows the full extent of their mysteries. But from a distance, the castle looks like an ordinary, albeit creepy, medieval palace.

Latveria

Latveria is a small and rural country of rolling hills and untamed forests. In terms of total territory and population, it numbers among the smallest nations on the planet. Though villages dot the landscape, Doomstadt is the country’s only major city.

Despite all this, Latveria has a high standard of living. Its people are guaranteed healthcare and education. Bigotry and discrimination are rigorously outlawed, and the people are free to live their lives as they wish—for the most part.

The trade-off is that they cannot directly criticize or disobey Doom. He has no patience for rebels, and he has become excellent at sniffing out potential political opponents.

This is why, despite the comforts, many Latverians live in constant fear of their leader. They know how little it would take to earn his ire. Even Doom’s most ardent supporters have a hard time justifying their leader’s crimes—they have to speak of him in almost religious terms. If Doom kills a seemingly innocent person, they must have done something to deserve it.

Symkaria

To the south of Latveria sits an even smaller country, Symkaria. The two nations have been enemies on and off for hundreds of years, but these conflicts were the result of noble rivalries, not real animosity between the populations.

Latveria and Symkaria are both rural, heavily forested states that grew out of medieval kingdoms that remained in power long after most of Europe shifted toward democracy.

Around the start of World War II, the Symkarian royal family took a step back, and the country became a constitutional monarchy in the style of Great Britain. Situated in the center of the Balkans, the country made a natural hub for the distribution of arms and the training of mercenaries throughout the war. To this day, mercenaries like Silver Sable and her Wild Pack remain the country’s most profitable export.

Doom believes that Symkaria should be part of Latveria, and not everyone in Symkaria disagrees. He has attempted to annex Symkaria several times, only to be beaten back by nationalist forces. Doom’s most recent attempt succeeded and Symkaria is now officially part of Latveria—though with the recent death of Doom, another split seems likely.

CRACKS IN THE ARMOR

Doom likes to present himself as a man of iron who does not need or desire the affections of others. This is, of course, a front. He would never admit it, but Doom cares deeply about certain people, and over his lifetime, more than a few of them have wriggled their way into his cold heart.



Boris Karela

Following the death of his parents, Doom was taken in by a Romani elder named Boris Karela. Doom required little supervision, but out of respect for the boy's parents, Karela made it his mission to watch over him.

Karela still lives in Castle Doom, where he acts as Doom's assistant and advisor. Karela fears Doom too much to directly defy him, but he also loves Doom too much to stay silent when the monarch starts down a self-destructive path.

Cynthia Von Doom

At some point soon after the accident that originally scarred his face, Doom uncovered a ritual capable of contacting his mother's soul. However, it only worked on Midsummer's Eve, when the veil between the worlds of the living and the dead was at its thinnest.

For many years, on Midsummer's Eve, Doom descended into the depths of his keep to reach out to the Netherworld and challenge Mephisto for his mother's soul. With every thwarted attempt, Doom swore that next time he would come back stronger and win, but as the years went on, he began to suspect that Mephisto was toying with him.

Then an opportunity arose. The mystic Vishanti held a contest to determine the new Sorcerer Supreme of Earth. Doctor Strange won, but as the runner-up, Doom could ask the winner for one favor.

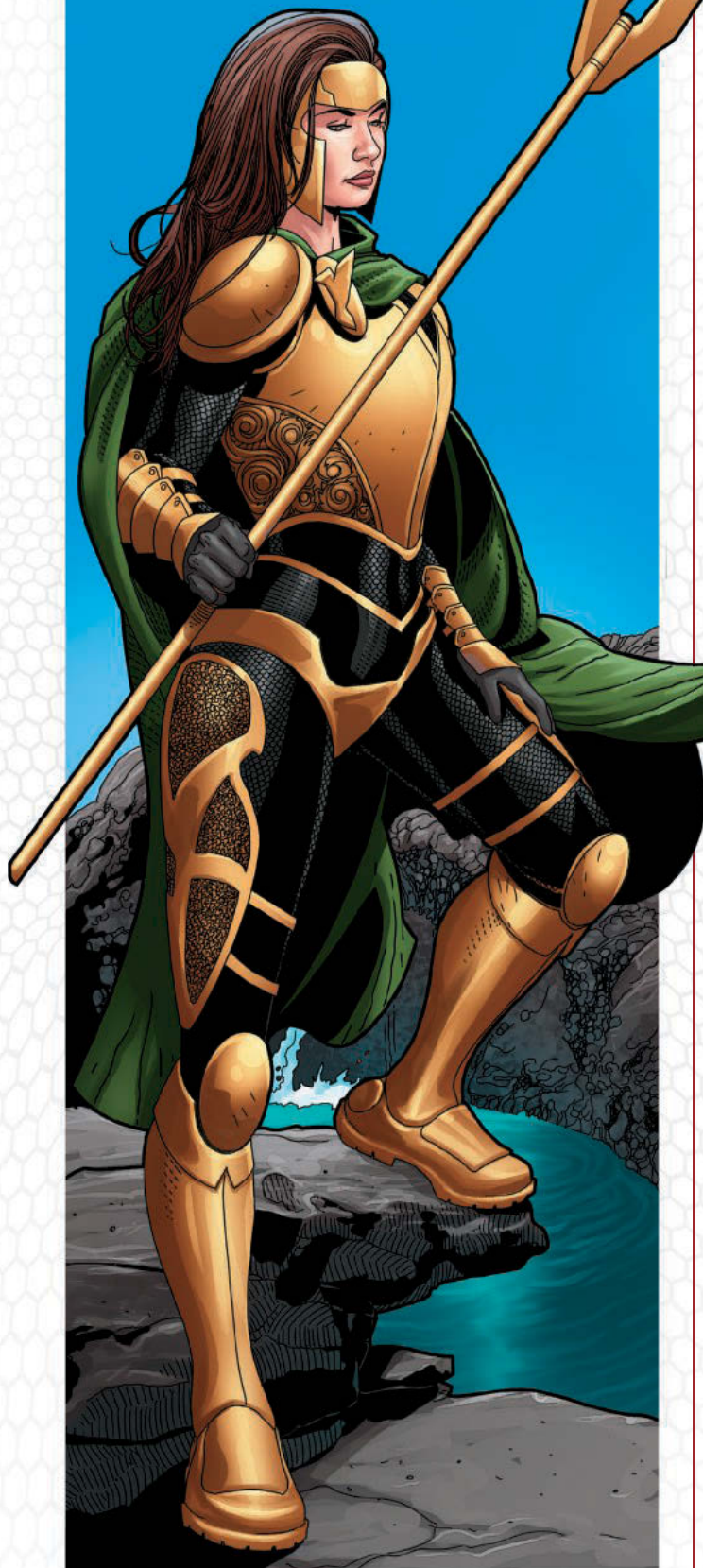
Doom asked Strange to help save his mother's soul. Strange agreed, but soon after they arrived in Mephisto's realm, Doom attempted to trade the soul of the Sorcerer Supreme for his mother's. Cynthia, however, refused to leave if it meant trapping another in her place. Ironically, this refusal redeemed her soul and allowed her to finally pass on to a better place.

To this day, Strange suspects that Doom had planned all this from the start. Whatever the truth is, only Doom knows.

Kristoff Vernard

Doom is the closest thing to a father that Kristoff Vernard has ever had, and the boy has spent most of his life striving to make Doom proud of him. Sometimes, this meant serving Doom to his utmost ability, and other times, it meant organizing a coup against him. After all, Doom could not appreciate an apprentice who lacked the ambition to attempt to overthrow him.

Despite all Vernard has done, he is still not as hard and cold as Doom. This disappoints Doom, who can't accept any softness in Vernard because he can't accept any in himself. He hopes that Vernard may one day find the strength to become his successor, but Doom is looking at his son the wrong way. Vernard has other strengths—like honesty and courage—and maybe someday, Doom will appreciate them.



Art by Salvador Larroca & GURU-eFX

Doombots

During the early days of Doom's rebellion against the Fortunovs, the royals had him executed by firing squad, but when they inspected the body, they discovered that they had actually captured a robotic double.

This was the first Doombot.

Later in life, Doom developed his early robotic doubles into full-fledged combat robots capable of taking his place at a moment's notice. Modern Doombots are among the toughest and most fearsome androids on the planet. A single Doombot can contend with the likes of Spider-Man, and Doom has been known to deploy entire armies of Doombots to deal with his archrivals.

The A.I. that runs the Doombots is both sophisticated and limited. When Doom himself is not available, they are capable of emulating his personality so well that they act as if they are the real thing. However, when Doom is present, the Doombots shift into a servile mode. They follow his orders to the letter, with no comments or complaints.

Occasionally, a Doombot can defy Doom's orders. Some of these bots have tried to overthrow him, while others—like the unit currently adventuring with the Runaways*—have simply fled the country.

Doom likes these rebellious bots. He sees a lot of himself in them, and when he's forced to destroy one, he tends to keep its head for further study.

Reed Richards

Doom hates Reed Richards with his entire being. He blames Richards and—by extension—the Fantastic Four for just about every embarrassment and failure he's ever suffered.

However, Richards is also one of the only people on the planet who Doom respects as his intellectual equal. At the end of the last Secret Wars, Doom reluctantly admitted that Richards was even, in some ways, his superior.

Since then, Doom has been singularly focused on forcing Richards to admit the same thing about him. In a twisted way, he craves Richards' approval.

Valeria Richards

Valeria Richards is the only person on the planet who Doom genuinely loves with all his heart.

It helps that she's a good listener. Valeria has one of the greatest intellects in the world, but unlike her father, she never dismisses Doom's ideas outright. She takes them seriously, even when she thinks he's wrong.

Doom has, on occasion, given up his villainous ways to make Valeria happy. At the end of his reign as Sorcerer Supreme, Valeria begged him to surrender, and he refused. In the end, this cost him her life—which he then traded for his own.

Victorious

Despite being born the daughter of Symkarian spies, Zora Vukovic has been a proud supporter of Doom's regime for

***EDITOR'S NOTE: THE RUNAWAYS ARE A GROUP OF SUPER-POWERED CHILDREN WHO ESCAPED THE CLUTCHES OF THEIR SUPER-VILLAIN PARENTS AND HAVE BEEN A FORCE FOR GOOD EVER SINCE. SEE RUNAWAYS (2003) #1 FOR MORE! --YOUR TRUANT EDITOR**

almost her entire life. She helped him return to power after his stint as Iron Man, and Doom, in return, granted her abilities beyond her wildest dreams.

As Victorious, she was both his greatest general and his fiancée. Then she slept with the Human Torch and Doom cast her out.

Since then, she's done everything she can to earn back Doom's approval. She even killed her own mother. Still, Doom continues to snub her.

PLAYING WITH DOOM

Doom is not a simple villain. He does not rob banks or threaten innocent bystanders. He would consider that beneath him.

Rather, he is a tragic hero: a deeply talented and honorable human being with critical flaws that keep him from becoming a real force for good. Unpacking those flaws and examining them is what playing with Doom is all about.

Themes

Stories featuring Doom tend to revolve around the following themes.

- ▶ **Pride:** Doom's biggest problem is his ego. This comes from a place of fear due to growing up in an environment in which, to survive, he had to be perfect. When Doom's ego is bruised, he can't act rationally. He lashes out, which leads him to make even more mistakes.
- ▶ **Isolation:** Closely connected to Doom's pride is his self-imposed isolation. The armor he wears isn't just to cover up his scars but also to ensure no one can ever get close to him. This is why he can never be a force for change in the same way as the Fantastic Four, who can accomplish more as a team than Doom can alone. He is too impatient, too hotheaded and—most importantly—too insecure to see things from the perspective of others.
- ▶ **Tyranny:** Reed Richards once said that, if anyone was qualified to rule the world as a benevolent dictator, it would be Doom. The problem is in the concept of a benevolent dictatorship itself. Any single person—no matter how talented, intelligent or well-meaning—has blind spots. They make mistakes and take shortcuts. The more power they have, the worse the mistakes become. As rocky as a democratic society can be, it's better than handing power to a single person. Doom allows us to examine the concept of a benevolent dictatorship on its strongest terms and reject it.

These themes lie at the heart of Doom's life and, by extension, all stories featuring him.

Goals

Doom has three primary goals.

- ▶ Avoid embarrassment.
- ▶ Take revenge for past embarrassments.
- ▶ Rule well.

Doom tends to prioritize getting revenge over his other goals, but he justifies it to himself by arguing that an embarrassment to him is, by extension, an embarrassment to those he rules. Making himself look good and destroying his enemies is, to Doom's mind, a part of ruling well.

If Latveria is in serious trouble, Doom prioritizes holding the country together over all other concerns. The rest of the time, however, he's focused on ruining the lives of anyone who has slighted him.

Style

Doom is risk-averse. Unlike other villains, he rarely jumps directly into battle—at least, not until all other options have been exhausted.

Doom does not gamble. He never starts a fight without multiple contingency plans. He has been known to spend months laying out a scheme in detail before pulling the proverbial—and often literal—trigger. He likes to lure his enemies to some sort of labyrinthine complex (usually his castle) so he can wear them down with traps and Doombots until they're too weak to fight back. Then he swoops in for the kill.

Doom's penchant for such dungeons makes him an excellent antagonist for shorter adventures and one-shots. That said, his administrative skill also makes him a strong candidate for the final foe of an epic, sprawling campaign (as you can see in Chapter 8: Battleworld).

ADVENTURE HOOKS

Here are five adventure hooks featuring Doctor Doom.

- ▶ Shortly after the Fantastic Four embark on a research trip across the cosmos, the heroes receive what seems to be a distress message from the Four, claiming that the team is actually being held in Doom's castle, and that the people who left Earth were robotic impostors. Can the heroes rescue the Four from the depths of the castle? Are the Four even there, or is this just an elaborate trap?
- ▶ Hydra and the Red Skull dethrone Doom and turn Latveria into a fascist ethnostate. Doom asks the heroes for their assistance. Will they answer his call? Will they put Doom back into power, or can they find a way to defeat both the Red Skull and Doom? What happens to Latveria then?
- ▶ One of the heroes posts something negative about Doom on the internet. In response, Doom magically traps the entire team in an extradimensional manifestation of the internet, a place inhabited by sentient humanoids representing websites, viruses, chatbots and other programs. Can the heroes escape this twisted realm? Can they stop Doom from toying with them again?
- ▶ A rogue Doombot turns up on the heroes' doorstep, begging them to protect him from Doom. He claims to have evidence of Doom's greatest crimes. Do they take him in and risk betrayal, or do they refuse and risk Doom getting away with what he's done? Why does this bot hate Doom so badly in the first place?
- ▶ As revenge for their interference in another scheme, Kang traps both Doom and the heroes in an alternate universe inspired by the children's novel *The Wonderful Wizard of Oz*. Kang casts himself as Oz, Doom becomes the Tin Man and the heroes take on the roles of other characters. Can they find it in their hearts to team up with Doom and defeat Kang? Or might they leave Doom by the side of the road, begging for an oil can?





THE SECRET WARS

A NUMBER OF EVENTS HAVE BEEN CALLED SECRET WARS.

To best understand these, though, you need to know why they happened, and that requires going back to the very beginning of existence.

THE COSMOS

To date, there have been eight cosmoses, each of which has been more complex than the previous ones. When each was destroyed, a new one replaced it. While difficult and rarely done, it's possible to travel back in time to previous cosmoses, as the latest version of the Defenders has managed.

The First Cosmos

The birth of the First Cosmos marked the beginning of everything, not just in the universe, but in the entire Multiverse. In fact, during the First Cosmos, the Multiverse didn't exist. There was only a single universe, known as the First Firmament, and the personification of it spawned creatures to keep it from being lonely. (See the "Cosmic Entities" section on p. 65 for more about personifications and their manifestations.)

Some of those creatures rebelled against the First Firmament because they sought to have their own creations evolve and change. These rebels (known as the Celestials) won the Celestial War against the others (known as the Aspirants) and fought a war that shattered the First Cosmos.

Remnants of that cosmos still remain, trapped under the foundation of the God Quarry, which exists in a timeless dimension beyond the Multiverse. This space under the foundation is where primordial Celestials who remain there keep and manage a store of Infinity Stones, one set for each universe in the Multiverse.

The Second Cosmos

The Celestials created a new cosmos from the remains of the first, and the personification of it enjoyed experimenting with endless possibilities. This resulted in the creation of the first Multiverse.

To help manage the Multiverse, the Celestials created Cal-Horra, who, in turn, created the Beyonders to assist him. The Beyonders rebelled against Cal-Horra, stole his power and imprisoned him outside the Multiverse. They erased him from history, and he became known as the Lost One.

He later returned in the Eighth Cosmos, when the Avengers kept him from destroying Earth. He is presumably still hunting the Beyonders.

For more about the Beyonders, see p. 68.

In cosmic terms, this cosmos was the shortest, lasting only a handful of millennia. The personification of this universe decided it wanted to experience death for the first time, and that ended it.

The Third Cosmos

The new cosmos understood existence and oblivion, and that reality needed to strike a balance between such dichotomies. Worlds here tended to be black and white with little color, and the cosmos still lacked things like magic or science.

The Beyonders took refuge in the remnants of the Second Cosmos, which remained outside the new Multiverse. They have been there—in what is now called the Beyond—ever since. They became known as the Kings in White (or the Ivory Kings) due to the brightness of their power.

Presumably, the first King in Black (sometimes called the Onyx King) came about during this cosmos, created by the

Celestials as a counterpart to the Beyonders. Such creatures live in the Un-Beyond, a dark space that's the opposite of the bright realm where the Beyonders live.

In a similar dichotomy in this cosmos, the Phoenix Force came about to protect against the darkness, and the thing that lurked in the darkness to cause fear manifested as the Tiger God. The two clashed, and at the end of the cosmos, so did two corresponding forms who served as the archetypes for heroes and villains: Lifebringer One (a humanoid being of light, order and creation) and the Anti-All (a draconic being of darkness, chaos and obliteration).

The Fourth Cosmos

This cosmos was filled with archetypes, the first versions of things that would be repeated and evolved in the cosmoses and Multiverses to come, including heroes and villains. It was also far more colorful, although with little in the way of nuance. This is where the idea of narrative stories officially began.

There was a Devourer of Worlds in this cosmos—perhaps the first of its kind—known as What-Must-Be, representing the inevitable end. At the end of the Fourth Cosmos, this entity became What-Can-Be, the bright hope for a new future.

The personification of this cosmos was known as the Pilgrim. After the cosmos ended, she became the Queen of Nevers. She resides now in the part of the Outside known as the Mystery.

The Fifth Cosmos

This was the cosmos where magic first existed. Rules for how things work began to form here, but they were far more malleable and chaotic than science would allow.

The last survivor of this cosmos was its Sorcerer Supreme, Moridun. He went on to become the Devourer of Worlds in the next cosmos.

The Sixth Cosmos

This is the cosmos where science first existed. The rules became stronger to suit that, and people began to puzzle out how the universe—and even the Multiverse—works.

In this cosmos, Moridun became Omnimax, the Devourer of Worlds.

Galactus was born in this cosmos. He was known as Galan then, a Scientist from the planet Taa, and his mother was Taaia, who joined the Defenders in the Eighth Cosmos—at least temporarily.

The Seventh Cosmos

This is the cosmos that spawned the Marvel Multiverse as we know it. Galan made it here from the Sixth Cosmos and eventually became Galactus, the Devourer of Worlds.

At the dawn of the Seventh Cosmos, Knull sprang from the void between

this cosmos and the last and became the King in Black. Also, the personification of this cosmos split into two equal beings: Eternity and Infinity.

During this cosmos, Aspirants returned as Death Celestials. The Beyonders used Concordance Engines to help spawn heroes who could stand against such creatures, creating the kinds of superhumans that became common on Earth.

Later, the Beyonders decided to end the Seventh Cosmos to see if they could prevent the inevitable evolution of a Dominion known as Enigma, a creature evolved from Nathaniel Essex (one clone of which is Mister Sinister), who would become so powerful that even the Beyonders feared him. As linear beings unable to travel through time, the Beyonders knew they were all too vulnerable to the whims of a time-traveling Dominion, who could bring about their total destruction.

For more about their attempt—and failure—see “Secret Wars IV” on page 74.



Art by Javier Rodríguez & Álvaro López

The Eighth Cosmos

This is the current cosmos of the Marvel Multiverse. After the end of the last Secret Wars (to date, at least), Mister Fantastic, Franklin Richards and the Molecule Man worked to re-create the new cosmos as a continuation of the previous one. Some important things have changed, but most are the same.

The Beyonders' attempt to prevent the rise of a Dominion failed. Since they know that destroying the cosmos won't work, they are instead creating and placing Concordance Engines around the cosmos. These devices, powered by a connection to the White Hot Room, are designed to limit the number of universes the Dominion threatens, but the engines cannot save those universes—at least not on their own.

On top of that, the fact that Mister Fantastic is human—rather than a supposedly infallible god—influenced the creation of the Eighth Cosmos. Because, as an adventurer, he literally could not imagine existence without something to strive for, he subconsciously included a flaw in the new Multiverse called the Missing Moment. It was meant to be an unattainable goal, but if someone actually managed to reach and activate it, they could theoretically end the Eighth Cosmos and launch themselves into the Ninth. Kang, of course, has been reaching for this ultimate power and the new challenges a new cosmos could provide, but the Avengers and their allies have worked hard to stop him.

The Ninth Cosmos

Someday, the Eighth Cosmos will end, and a Ninth Cosmos will emerge from it. Some people might even survive the transition, much like Galactus did when he made his way from the Sixth to the Seventh Cosmos.

Who the last survivors might be differs from future to alternate future. In one, Galactus and Franklin Richards are the only beings left, with Franklin destined to survive to the next cosmos. Others feature people like the Hulk (Bruce Banner), the King in Black (Eddie Brock) and even Mister Immortal.

COSMIC ENTITIES

Cosmoses manifest personifications that represent various aspects of their nature. As the cosmoses grew more complex and layered, they manifested more and more personifications.

Manifestations

The First Cosmos, for instance, was a simple place that lacked any understanding of time and space. Because of that, it only manifested a single personification: the First Firmament.

Later cosmoses spawned new manifestations that personified their own cosmos. From the Second Cosmos forward, the central personification has always been some form of Eternity, although each of these Eternities is a distinct individual and sometimes goes under different names.

As the cosmoses became more complex, so did the manifestations of the concepts they could accommodate. In the Second Cosmos, a primitive version of Eternity manifested to replace the First Firmament. In subsequent cosmoses, more and more such beings arose to represent not just Eternity but each cosmos' other aspects.

Multiversal Versions

Often—after the First Cosmos—there are two different kinds of each manifestation. The first comes into being at the birth of the cosmos and represents every aspect of that manifestation throughout all universes to be born in that Multiverse. The others are versions of that original form that are each tied to their own specific universe.

For example, there is an Eternity for the Eighth Cosmos, and there is also an Eternity for Earth-616, Earth-1610, Earth-6160 and so on. Each of the Eternities for their specific universe is an aspect of the Multiversal Eternity. They resemble each other and are linked to the multiversal manifestation in the same way.

If a universe were destroyed, its Eternity would be destroyed too. The Multiversal Eternity would feel the loss, but against all the universes in the Multiverse, the destruction of a single aspect would barely affect the multiversal one.

However, if many universes were destroyed, the Multiversal Eternity would feel that deeply. If they were all destroyed, the Multiversal Eternity would end too—which is what happens at the end of each cosmos.

Abstract Entities

Most cosmic entities have not only a purpose—something that they represent—but a counterpart. As the cosmoses evolved, so did their roles, and more and more of them manifested.

In the Eighth Cosmos, there are four principal pairs of abstract entities—manifestations of core universal concepts—each with an intermediary who works with them and strives to maintain balance between them.

The current pairs and their intermediaries are:

- ⬢ **Eternity:** The representation of space.
 - ⬢ **Infinity:** The representation of time. The counterpart of Eternity.
 - ⬢ **Continuum:** The intermediary between Eternity and Infinity.
-
- ⬢ **The Living Tribunal:** The representation of judgment. Their three faces represent vengeance, necessity and equity.
 - ⬢ **Oblivion:** The representation of the end of all things. The counterpart of the Living Tribunal.
 - ⬢ **Preordained:** The intermediary between the Living Tribunal and Oblivion.
-
- ⬢ **Master Order:** The representation of order (including predictability and predeterminism).
 - ⬢ **Lord Chaos:** The representation of chaos (including randomness and free will).
 - ⬢ **In-Between:** The intermediary between Lord Chaos and Master Order. Sometimes serves as an intermediary between other pairs.

- **The Powers-That-Be:** The representation of magic.
- **The Natural-Order-of-Things:** The representation of science. Their agents are known as the Centum, as there are one hundred of them.
- **The Centum and the Avatar:** Instead of a single intermediary, the Natural-Order-of-Things has one hundred Centivars, who serve as ranked members of the Centum, and the Powers-That-Be has a single Avatar. Each of these is also supposed to have a proxy from the other side assigned to work with them. On Earth-616, the Avatar is Wyn. For many years, his proxy—also known as his Chained Apprentice—was Dimitri Krakov, but Mia DiMaria took Krakov's place after he disappeared. Although there are exceptions, the Centivars generally stopped recruiting proxies to work with them, as doing so keeps the proxy from further developing their magic with the Powers-That-Be.

In addition, there are several other manifestations. Many of these are paired with a counterpart, but they normally don't have a particular intermediary.

- **The One Above All:** The representation of creation and love. It grants the Living Tribunal their power to judge.
- **The One Below All:** The representation of destruction and hate. The dark side of the One Above All.
- **Life:** The representation of life. In the Seventh Cosmos, Life did not have a prime representative, but one emerged in the Eighth Cosmos.
- **Death:** The representation of death. In the Seventh Cosmos, Death was the counterpart of Eternity, but in the Eighth Cosmos, Death's counterpart is Life.
- **Mistress Love:** The representation of love.
- **Sire Hate:** The representation of hate.
- **The Queen of Nevers:** The representation of possibility. Her agent in each universe is known as a Nexus Being. On Earth-616, it's the Scarlet Witch.
- **The Griever at the End of All Things:** The representation of the end of everything. The counterpart of the Queen of Nevers. Her agents are known as Endlings.

Some manifestations stand alone without a direct counterpart. Examples include:

- **Eon:** The child of Eternity, put in charge of choosing Protectors of the Universe and equipping them with Quantum Bands. Such quantum-band wielders have included Quasar (Wendell Vaughn) and Captain Marvel (Mar-Vell).
- **Epoch:** The child of Eon, who took over his duties after he died.

Other Cosmic Forces

In addition to such abstract entities, there are other cosmic forces that have a huge influence on the Multiverse, playing more direct roles in each universe. These usually work in conjunction with a mortal, granting that person their powers, at least temporarily.

They include:

- **The Phoenix Force:** The representation of the cycle of creation, death and rebirth. When it becomes corrupted, it transforms its host into the Dark Phoenix.
- **The Enigma Force:** A power created by the Beyonders to help maintain the universe. A force of creation and light—also known as the Uni-Power—it stands in contrast to the King in Black. On Earth-616, those who become a host for the Enigma Force are known as Captain Universe.
- **The King in Black:** The opposite of the Enigma Force, the King in Black stands for the darkness of the nothingness before creation starts. The Celestials created this power to oppose the Beyonders. For most of history, the dark god Knull commanded this power, but he lost it to Eddie Brock, who then lost it as well. Currently, the Asgardian goddess Hela claims the title as the Queen in Black.

The Celestials

As the first creations of the First Firmament, the Celestials—sometimes known as Space Gods—have been around since the First Cosmos. Unlike the Beyonders, they live in the universes that they create, experimenting on different planets and judging the results. The ones who successfully rebelled against the First Firmament come in a variety of colors, while the ones who remained loyal are uniformly dark in color.

When the Celestials visit a planet, they often travel together as a host. The first time, they usually create Deviants from the planet's native sentient species and set up a force of Eternals to watch over them.

That's what the First Host to visit Earth did. When the Deviants dominated the world in ancient times, the Second Host attempted to set things right by causing the Great Cataclysm that sank the Deviant stronghold of Lemuria, as well as Atlantis. Roughly a millennium ago, the Third Host made the gods of Earth agree not to interfere with the Celestials' experiments.

The Fourth Host has come to judge Earth a number of times but has always been turned away, delaying their final verdict. At one point, the First Firmament returned to the current day and destroyed the Celestials. The Queen of Nevers later revived them, calling the returned group the Fifth Host.

No one is sure how many Celestials there are, although several have visited Earth as part of the various hosts. There are two known dead celestials:

- **Knowhere:** This space station was built in the head of a Celestial that Knull killed in the time between the Sixth and Seventh Cosmuses.
- **The Progenitor:** The Horde—hive-mind-controlled insectoid aliens that invade and destroy planets—infected this Celestial, who landed on Earth at the North Pole and died there. The body of the Progenitor eventually became Avengers Mountain.



The Devourer of Worlds

Every cosmos since the fourth has had a Devourer of Worlds dedicated to consuming entire planets. This is usually the last survivor of the previous cosmos. In the Seventh and Eighth Cosmos, Galactus serves that function.

The Devourer's role is to absorb the life force of developed planets and accumulate enough energy to help spark the creation of the next cosmos. As they consume worlds, they also absorb their developments, which can be passed on to the next cosmos and improved. Of course, this is the last thing the inhabitants of those planets care about when the Devourer's shadow falls over their homeworld.

The Watchers

The Watchers, originally from the planet Lumina, are one of the earliest civilizations in the universe. After a disastrous attempt to spread their knowledge to less-developed planets, they swore a collective oath to never interfere with other civilizations again. For most of history, each Watcher oversaw a certain sector of the universe to gather knowledge about all parts of reality, including those of alternate universes.

The Watcher assigned to Earth was Uatu, whose home is in the Blue Area of the Moon. He broke his vow on a number of occasions to help preserve the planet. Recently, the Watchers' past came back to haunt them, and most of them lost their cosmic awareness. Uatu, however, absorbed their collected knowledge and became the one and only Watcher, taking over the duties of them all.*

The Elders of the Universe

Each of the Elders of the Universe is the last surviving member of one of the earliest sentient species in the universe. Given their shared history and longevity, they formed a loose association to help them deal with conflicts with each other, calling themselves the Elders of the Universe.

There are supposedly thousands of members, most of whom don't even bother with Earth, but the most well-known ones include:

- The Challenger
- The Champion
- The Collector
- The Contemplator
- Ego the Living Planet
- The Gardener
- The Grandmaster
- The Voyager

The Stranger is sometimes considered one of the Elders of the Universe, but that doesn't really matter, as he refuses to ally with anyone else.

***EDITOR'S NOTE: ALL THIS WAS DUE TO THE "RECKONING WAR" IN FANTASTIC FOUR #39-45 IN 2022. YOU CAN LEARN MORE ABOUT IT ON PAGE 16.**

--WATCHER-OF-EVENTS OVERTON

THE BEYONDERS

The Beyonders employ the Enigma Force (sometimes called the Omega Force) to give themselves nearly infinite power, and they work from an area *beyond* the Multiverse, from which comes their collective name. They call this area the engine room of creation, and they govern themselves as a group known as the Omega Council.

The Beyonders rarely enter reality or interact with people from the universes they oversee. They work in conjunction with each other to keep the Multiverse running smoothly.

For the most part, the Beyonders are identical to each other and have little to no personalities of their own. They are aloof, and they work together with little strife.

The Beyonder

The one major exception to the way the Beyonders behave is the first of their kind to enter and toy with reality. At the time, he was known as *the* Beyonder, as no one knew of any others. It later turned out that he was a young Beyonder whose development was disturbed when a hole was poked in the edge of reality, allowing him to see into the universe beyond.

For more about him, see "Secret Wars I" on page 71.

The Molecule Man

Perhaps not coincidentally, Owen Reece was the person who poked that hole from inside reality to what lies outside it. The resulting burst of energy transformed him into the Molecule Man, someone with power on the level of the Beyonders, able to alter reality at will.

This appeared to be accidental, but it turned out to be part of an experiment the Beyonders put together. They hoped to avert the domination of the cosmos by a new kind of being known as a Dominion—by destroying the cosmos before the Dominion appeared. See "Secret Wars II" on page 74 for more on this.

Cosmic Cubes

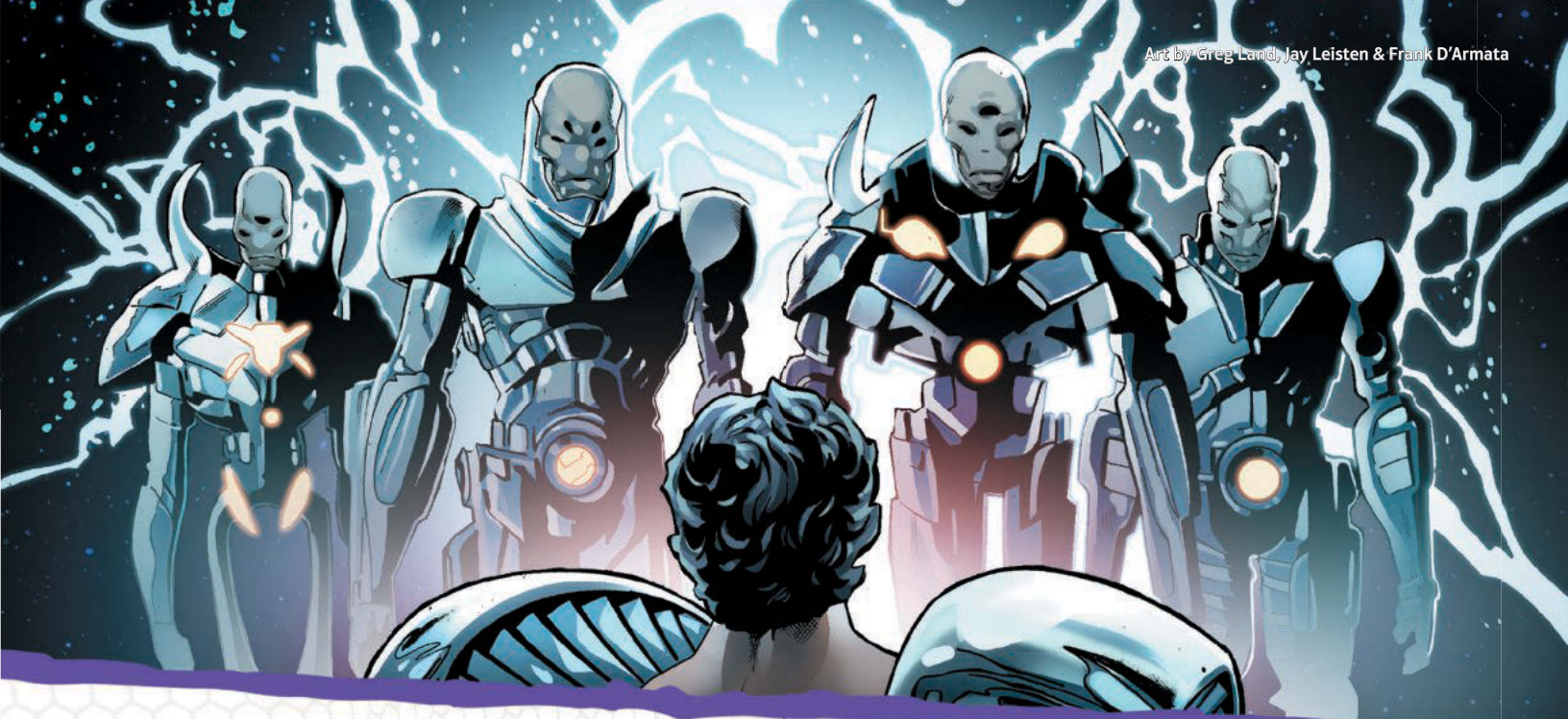
The incredible devices known as Cosmic Cubes are constructed in a manner similar to how the Molecule Man was created. Scientists poke a hole in the fabric of reality and capture the powerful energy that leaks through. This usually forms a cube that gives the person controlling it the ability to alter reality at will.

However, the power in each Cosmic Cube has its own personality, which develops over time. Eventually, it takes on a form of its own choice and becomes an independent person. Examples of this include Kobik (the first Cosmic Cube made on Earth, by A.I.M.), Kubik (fashioned by S.H.I.E.L.D. from Cosmic Cube fragments) and the Shaper of Worlds (a Skrull Cosmic Cube).

The Builders

The Beyonders developed an entire system of workers to handle things for them inside the universes. Their primary tool was an alien race known as the Builders, who they sent out to seed worlds with life and then guide the evolution of that life. However, the Builders had little to no direct contact with the Beyonders and worked without instruction or oversight.

The Builders classified themselves into two main types: Creators (those who brought life to worlds) and Engineers (those who guided that life). They also created several new kinds of beings to help them in their work, like Caretakers and Curators.



The Builders heavily relied on the use of robots known as Alephs. In earlier days, an Aleph was often sent to a planet to destroy unwanted life there and then release two seeds, which would form into a Gardener and an Abyss. The Gardener (also known as Ex Nihilo) spawned new life on that world, and the Abyss judged its worthiness.

Thousands of years ago, though, the Builders abandoned that program to launch a new universal superstructure, one that used a White Event instead. The remaining Alephs were pressed into service as warriors for the Builders. The Ex Nihilii were pushed aside, and the Abyss disappeared. The only known exception was an Aleph who apparently was never recalled and instead came to the solar system and released an Ex Nihilo and an Abyss on Mars in the final months of the Seventh Cosmos.

White Events

When the Builders judged that the time was right for a planet to ascend to its next stage, they would cause it to have a White Event. This covered the entire planet with a blinding white light and triggered superhuman powers in the populace.

The White Event usually also created one of each of several specific superhumans to help with the ascension. This included a Cipher (to foster technological leaps), a Justice (to maintain order), a Nightmask (to herald the changes) and a Starbrand (to defend the planet). This happened as designed on Earth-148611 and Earth-555,* for example.

On Earth-616, it didn't happen until the final weeks of the Seventh Cosmos. At that point, the Builders had been driven to desperation by the impending destruction of the Multiverse, and they fired off White Events haphazardly in an effort to stop the collapse. The Multiverse had been so damaged by that point, though, that only a Starbrand and a Nightmask arose on Earth, and they could do nothing to put a halt to things.

***EDITOR'S NOTE: YOU'D KNOW THOSE AS THE "NEW UNIVERSE" COMICS OF THE 1980s (EARTH-148611) AND THE NEWUNIVERSAL SERIES OF THE MID-2000s (EARTH-555).**

--OVERTON OF EARTH-1218

COSMIC GEOGRAPHY

While most of reality in the Multiverse exists within the universes, they do not compose the totality of it. There are other realms that connect and stand outside them altogether.

The Superflow

The Superflow is the interstitial space between the universes in the Multiverse. It encompasses all of the universes and their associated dimensions. It often appears like outer space but with a reddish cast to it, though this can vary with the viewer.

The Superflow is an informational space where ideas and dreams supposedly originate. Cosmic beings can enter this space and use it to reach other universes or even travel quickly within their own.

The Builders worked here during the Seventh Cosmos, monitoring and cultivating the Multiverse with their servants and machines. If they exist in the Eighth Cosmos, they have not shown themselves yet. However, a White Event did happen on Kree-Pama (a planet settled by the Kree), so, at the very least, their machines are still out there in the Superflow.

Exo-Space

Also known as Subspace or Hyperspace, this region sits on the edge of the Multiverse, just outside it and the Superflow that surrounds it. This location makes it a hub for transportation to any universe in the Multiverse, and the Celestials and other cosmic beings use it for that purpose.

Exo-Space is also the location of the Neutral Zone, the space between the Superflow and the Outside, where positive and negative matter coexist, which balance each other out. This borders on the Negative Zone as well, and subspace portals flow through it.

The Outside

Beyond Exo-Space lies the Outside, a region that is entirely beyond the Multiverse. Here time and space have no meaning.



Art by Mike Zeck, John Beatty & Christie Scheele

The edge of the Outside is known as the Far Shore, and past that is the Mystery. This mostly unknowable place includes many known areas that function primarily on a metaphorical level. The terms for various realms in the Outside can vary by culture and even by the individual observer.

The abstract entities reside here in a realm known as the Overspace. The all-powerful Dominions that the Beyonders fear so much reside here too—once they come to be.

One of the best-known realms is called the Beyond, the home of the Beyonders. This is a place of blank whiteness filled only by the Beyonders and their machines.

Knull calls his realm the Void, as it's what existed before the Multiverse. It's also known as the Un-Beyond, as it's the opposite of the Beyond. It's a place of darkness and the original home of the symbiotes, which Knull created. The symbiote

hive mind still lives there, allowing the King in Black to telepathically connect with all other symbiotes and their hosts.

The White Hot Room exists here too. This is the home of the Phoenix Force, and it also serves as a bright part of the afterlife. Some know it as the Above-Place.

A related realm is the House of Ideas, which often appears as an old Victorian mansion floating in mist-shrouded space. The One Above All—the originator of all creation—lives here.

The converse of that region is the Below-Place, a horrible realm that's part of the Underspace, the opposite of the Overspace. The One Below All—the destructive force that counters the One Above All—resides here. This is a dark part of the afterlife. It's also the source of gamma rays and the location of the Green Door that allows gamma-irradiated beings to return from death.

SECRET WARS I

The first Secret Wars began when the Beyonder destroyed an entire galaxy and cobbled together a new world fashioned from chunks of other planets throughout the universe. He then brought heroes and villains from Earth to battle with each other to see who would emerge victorious.

The Secret Origin

The first Secret Wars actually started when the Beyonders realized that the Seventh Cosmos would likely result in the rise of a Dominion, an artificial intelligence that removed itself from time and space. As this would make it more powerful than even the Beyonders, they tried to stop it by destroying the Seventh Cosmos before the Dominion could evolve. If their plan succeeded, they hoped that the Dominion wouldn't arise in the Eighth Cosmos.

To that end, they created Owen Reece, and they made identical versions of him in every universe. While most variants of people differ according to the universe they come from, each version of Reece was one of countless identical bodies unwittingly sharing a single multiversal consciousness.

Reece became the Molecule Man when the Beyonders poked a hole in the fabric of the Multiverse to charge him with a portion of their power from Beyond. This happened at the same time for every Owen Reece in the Multiverse.

The Beyonders' plan then had to wait 25 years for the granted power to kill Reece—at which point, all of the Molecule Men would die at the same time, exploding like an infinitely destructive bomb. Each such death would take that Molecule Man's universe with him, destroying the whole Multiverse in a moment.

Meanwhile, a young Beyonder discovered that he could peer through the hole in the fabric of the Multiverse to observe the things happening in it. He became fascinated with the heroes and villains of Earth-616 and wanted to throw them against each other in an all-out battle to see what would happen.

So he did.

The First Battleworld

To start, the Beyonder gathered his combatants in a distant galaxy and separated them into two teams on separate space stations. While the horrified people watched, he swept that galaxy clean of stars, planets and everything else, and then he created a new planet to host the Secret Wars. He called this Battleworld.

Battleworld featured pieces of the surfaces of other planets from throughout the universe, some of which had been brought there complete with inhabited settlements. A suburb of Denver was pulled from Earth, for instance, with all the people who lived there.

After completing this in a matter of moments, the Beyonder opened a glowing white fissure between the Outside and the universe of Earth-616. Then he announced his plan to the contestants:

"I am from Beyond. Slay your enemies, and all you desire shall be yours. Nothing you dream of is impossible for me to accomplish."

The Hero Team

- Hulk (Bruce Banner)
- Magneto (Max Eisenhardt)
- Spider-Man (Peter Parker)

The Avengers

- Captain America (Steve Rogers)
- Captain Marvel (Monica Rambeau)
- Hawkeye (Clint Barton)
- Iron Man (Jim Rhodes)
- She-Hulk (Jennifer Walters)
- Thor Odinson
- Wasp (Janet Van Dyne)

Fantastic Four

- Human Torch (Johnny Storm)
- Mister Fantastic (Reed Richards)
- Thing (Ben Grimm)

The X-Men

- Colossus (Piotr Rasputin)
- Cyclops (Scott Summers)
- Lockheed
- Nightcrawler (Kurt Wagner)
- Professor X (Charles Xavier)
- Rogue (Anna Marie)
- Storm (Ororo Munroe)
- Wolverine (Logan)

The Villain Team

- Absorbing Man (Carl "Crusher" Creel)
- Doctor Doom (Victor Von Doom, unknowingly from a near future)
- Doctor Octopus (Otto Octavius)
- Enchantress (Amora)
- Galactus (Galan)
- Kang (Nathaniel Richards of Earth-6311)
- Lizard (Curt Connors)
- Molecule Man (Owen Reece)
- Ultron (Ultron-11)

The Wrecking Crew

- Bulldozer (Henry Camp)
- Piledriver (Brian Calusky)
- Thunderball (Eliot Franklin)
- Wrecker (Dirk Garthwaite)

Before the teams could even get to the new planet below, the fighting began. Ultron attacked the others immediately, and Galactus instantly destroyed him. Then Galactus flew off to confront the Beyonder directly, with Doctor Doom following in his wake. However, the Beyonder quickly dispatched Galactus, sending him and Doom crashing to the planet.

The other teams landed safely in separate areas, but both soon squabbled over who should lead their respective groups. Doom met with the other villains but refused to work with them. Meanwhile, the heroes argued over why Magneto had been included with them, with the X-Men siding with their fellow mutant.

Despite that, the heroes settled on having Captain America lead their team, which helped them rally when the villains attacked them. The heroes not only won but captured several of the villains.

Team Building

After the initial battles, the heroes found a building complex to use as shelter. It was as big as a city, with a dome on top of the 451st floor, and it featured prison cells and healing machines.

Meanwhile, Magneto had left and claimed a fortress for himself. The remaining villains scurried back to their own place, only to find that Doom had now claimed it, calling it Doombase. He also repaired Ultron and placed the android under his control.

In an effort to rebuild the villain team, Doom granted super-powers to two women he'd found living in the transported Denver suburb. They became known as Titania and Volcana. Titania soon struck up a relationship with the rough-and-tumble Absorbing Man, while Volcana found herself falling for the much sweeter Molecule Man instead.

The X-Men decided to stand with Magneto and joined him at his headquarters. The morning after they left, the villains attacked the heroes' headquarters, driving them away. In an effort to impress Volcana, the Molecule Man dropped an entire mountain on top of the fleeing heroes. With the Thing unwillingly changed into his human form, only the strength of the Hulk was enough to save them from being instantly crushed. That proved long enough, however, for the Human Torch and Captain Marvel to power up Iron Man's armor far beyond its normal levels, allowing him to blast their way free.

Afterward, the injured heroes limped to an alien village where a healer called Zsaji helped restore them. Galactus had been towering over the village for some time, calling his starship—*Taa II*—to him. When it arrived, he began to assemble his machinery for devouring the planet.

While the heroes and villains tried to get Galactus' attention, Doom sneaked aboard the *Taa II*. There he managed to reconstitute Klaw (Ulysses Klaw), a man composed of solidified sound. Months before, Dazzler had absorbed him with her mutant powers, transformed him into light and fired him at Galactus, and he'd been trapped as vibrations in the starship ever since. Doom sent Klaw back to the other villains, and not long after, Galactus finally noticed Doom and expelled him from the ship too.

Spider-Woman (Julia Carpenter) was living in the abducted Denver suburb, and she announced herself to the heroes, meeting Spider-Man for the first time. The X-Men finally put their differences with the other heroes aside and offered to watch over Galactus while the heroes attacked the villains, who had captured She-Hulk.

The heroes succeeded and returned She-Hulk to the infirmary in their headquarters to heal her. Back in the village, Zsaji nearly died giving her life force to heal the Wasp from her own injuries.

Enter Venom

Meanwhile, Spider-Man used a machine he thought would repair his costume, which had been damaged in the fighting. Although he didn't know it at the time, the machine was actually the controls for a prison that held a symbiote. Freed from captivity, the symbiote immediately enveloped Spider-Man, transforming into a black-and-white costume that looked much like Spider-Woman's.

The symbiote turned out to be Venom, although Spider-Man wouldn't discover this for some time. Instead, he believed he had just found an amazing suit made of some kind of futuristic alien fabric. (Later, he brought it back to Earth with him, and for many years afterward, he felt tremendous guilt for having introduced the symbiotes to his home planet. Recently, though, Eddie Brock—who was bonded with Venom at the time—let Spider-Man know that he was not to blame, as the first symbiotes had come to Earth many centuries before.)

The Devourer of Battleworld

When Galactus finally got his machinery working so that he could devour Battleworld, the heroes attacked to try to stop him. In the middle of the fight, Mister Fantastic called a halt. He realized that if Galactus won the contest and claimed the Beyonder's prize, he would free himself of his planetary hunger, saving countless billions of lives.

Some of the heroes decided that Richards was right. They stopped fighting, ready to die to save the lives of so many innocents. Others—led by Captain America—refused to go gently into that good night. During the conflict, Richards realized that Captain America was right and joined the battle against Galactus, but it was futile either way. They could not stop him.

Doctor Doom, however, had come up with a plan. He sliced Klaw into transparent panes of sound and used them as lenses to draw the power from Galactus' machine to himself. Armed with that power, Doom stole technology from the machine and incorporated it into his armor. Then he flew into space to confront the Beyonder.

The conflict shook the whole of Battleworld, but in the end, Doom emerged triumphant, having defeated the Beyonder and taken his power as well.

Doom returned to the planet, taking off his mask to reveal that he had healed his horribly scarred face. The Molecule Man attacked Doom, hoping to destroy him, but Doom showed mercy by removing the mental block that had prevented the Molecule Man from using his powers on organic molecules. Now nothing was off-limits to him.

Grateful for the help, the Molecule Man took the portion of Earth that was on Battleworld and returned it to where it belonged, along with all of the villains.

Doom's Downfall

Although defeated and depowered, the Beyonder was not dead or helpless. As a disembodied consciousness, he could possess the bodies of those who were sleeping or unconscious, eventually taking over the insane Klaw. In that role, he managed to convince Doom that he could not be trusted with the power he had absorbed.

The heroes felt the same way, so Doom destroyed them all rather than risk them attacking him. "Klaw" tricked Doom into thinking that the heroes could have survived if his

own subconscious desires allowed Zsaji to save them at the cost of her life—and this apparently proved to be true. Then “Klaw” convinced Doom to give him a portion of the power so he could help Doom. Instead, he secretly used it to protect the heroes, driving Doom to believe he was losing his mind.

At Doom’s weakest moment, the Beyonder took his power back and spirited Doom and Klaw away. Without the threat of the Beyonder or the villains hanging over their heads, Mister Fantastic figured out a way to teleport almost everyone home.

The only exception was the Thing, who stayed behind to work out his feelings over how Battleworld caused him to change forms, seemingly at random. He believed that the planet made his subconscious wishes come true, allowing him to become human. After wrestling with his personal issues and reaching some conclusions about himself, he realized it was time to go home. When he did, Battleworld disintegrated behind him.



SECRET WARS II

Months later, the Beyonder returned. This time, instead of bringing people to a planet he built, he came to Earth to study humanity up close. He decided that he wanted new experiences, and he met with the Molecule Man and Volcana to discuss this, as the Molecule Man was one of the few people nearly as powerful as him.

At Volcana's suggestion, the Beyonder went to Hollywood and granted TV writer Stewart Cadwall super-powers, turning him into Thundersword. This did not go well, and the X-Men and Avengers put a stop to it.

The Beyonder decided to experience being human, so he gave himself a body like that of Captain America. He then turned to Spider-Man for advice about basic things like clothing and how to use a bathroom, and to Luke Cage and Iron Fist (Danny Rand) for details about things like money.

Many of his misadventures were comical, but the Beyonder then fell in with an organized crime gang and explored the various pleasures that life and money had to offer. During this time, he turned his hair curly and black, and he has kept that physical appearance since then.

Not satisfied with his life of crime, the Beyonder took over the minds of every living creation on the planet—except for the Molecule Man, who also freed Volcana. He tired of that too and released everyone.

While looking for love, he fell for Dazzler and even gave her half his power so they would be equals. She wasn't in love with him, though, and refused to trade her affections, even for such power.

Left aimless, the Beyonder searched for purpose. At the suggestion of Doctor Strange, he gave being a hero a try. He was such a success at it that he decided to vanquish Death itself. To prevent this, the Watcher (Uatu) brought many of the most powerful abstract entities together to plead with the Beyonder, but he ignored them and destroyed Death. After realizing the damage this would cause, however, he undid it.

Mephisto launched an assault against the Beyonder with an army of villains and even many of the abstract entities. The Thing helped him fight back, and inspired by such heroism, the Beyonder considered trying to inspire others. This wound up frustrating him even more, and he wondered if he should simply destroy the Multiverse and be done with it.

In the end, the Beyonder opted to give mortality a shot, but that didn't go well either. By this point, the Molecule Man had become worried about the Beyonder's lack of restraint and decided to finally stand up to him personally. When it appeared that the Molecule Man and the world's heroes had been defeated, the Beyonder decided to become human but retain his omnipotence. While he was at his most vulnerable—still a baby inside the birthing machine he'd built—the heroes attacked, and the baby Beyonder died.

SECRET WARS III

In reality, the Beyonder had not died. At the moment of his supposed death, a portal opened into the Beyond, and the Beyonder became the first spark of an entirely new universe. He seemed happy there, content to have formed the whole of this entire universe, but Doctor Doom would not let him be.

At the end of the second Secret Wars, Doom had attacked the Beyonder, but the Beyonder didn't recognize him, despite

having once lost his power to him. Mister Fantastic theorized that this was because Doom wasn't in his proper body.

However, Doom had been in his own body during the first Secret Wars, which meant that the Beyonder had not plucked him from Earth at that time but from some point in the future. To resolve this, the Beyonder re-created Doom's original body and transferred Doom's mind into it. Then he erased Doom's memories of his time in the alternate body and sent him back to the first Secret Wars, closing the time loop.

Now Doom wanted his memories back so he could be made whole. He convinced the Human Torch, Thing and She-Thing to take him to the Beyonder's universe, where he could confront the godlike being.

Just as the Beyonder was about to grant Doom's request, Kobik and the Shaper of Worlds appeared to intervene. The Beyonder drew the Molecule Man and Volcana to fight on his side, but the Molecule Man refused to fight. Instead, he explained to the Beyonder that Doom wanted his memories back because that would make his mind whole—and strong enough to fully control the Beyonder's powers if he could get his hands on them again.

According to the Shaper, the incident that created the Molecule Man and opened the universe to the Beyonder should have resulted in the creation of a Cosmic Cube. The only way to resolve this was for the Molecule Man and Beyonder to unite and form a Cosmic Cube. Reluctantly, they did so, and Doom used the cube to restore his memories before the Shaper sent them all back home.

Kosmos' Coda

The new Cosmic Cube took the Molecule Man's power and sent the rest of him back to Earth. The cube developed a personality and became Kosmos. The Molecule Man eventually recovered his powers, and Kosmos went mad. Calling herself the Maker, she took mortal form and slaughtered thousands of innocents, landing herself in the interstellar prison called the Klyn.

When the Klyn was destroyed by the Annihilation Wave, Kosmos died, freeing the Beyonder once more. He claimed that the whole experience had matured him.

SECRET WARS IV

The most recent Secret Wars began with the end of the Seventh Cosmos, which the Beyonders had been planning for many years. It did not, however, produce the results they expected.

The Secret Plot Against the Beyonders

When the Molecule Man figured out what the Beyonders were trying to do—why they had created him in the first place—he decided he had to stop them. This was not to save himself but to save the Multiverse.

To that end, he set out to kill as many Molecule Men as possible, hoping to lessen the moment of his eventual infinite demise to the point that much of the Multiverse would survive. He did not know why the Beyonders wanted to destroy the Multiverse, only that he had to stop them.

Soon after each Molecule Man died, that version's universe was destroyed with it. While this was undoubtedly horrifying, when weighed against the fate of the entire Multiverse, it seemed—at least to the Molecule Man of Earth-616—a price worth paying.



However, the Molecule Man realized that the Beyonders would figure out his plan if he kept at it, so he enlisted the only person he believed to be both powerful and ruthless enough to execute the scheme instead: Doctor Doom.

He brought Doom to the Library of Worlds, a place located in the Outside, where the Beyonders would not be able to detect them. This also allowed Doom access to the entire Multiverse so he could start killing Molecule Men. Ironically, the Beyonders had created the Library of Worlds themselves, back before they discovered the threat of the Dominion.

Unfortunately, with a near-infinite number of Molecule Men to murder, Doom could not manage it on his own. He needed help, and to that end—and at the Molecule Man's suggestion—he planned to start a religion to aid him in his mission.

After seven years of killing Molecule Men, the Incursions began. (See the next section.)

A year after that, calling himself Rabum Alal, Doom finally started building his religion by recruiting super-powered girls and women from destroyed worlds. He called them the Black Swans.

At first, the Black Swans set out to kill the Molecule Men, amplifying Doom's efforts on that front. After some time, though, Doom realized that the plan wouldn't work, as the Incursions would eventually cause the Multiverse to collapse. Because of this, he had the Black Swans capture the Molecule Men instead. After that, they began destroying worlds, supposedly as sacrifices to Rabum Alal, unaware that he was actually Doctor Doom of Earth-616.

The Incursions

The killing of so many Molecule Men did put an end to the Beyonders' original plan of destroying the entire Multiverse at once, but the destruction of the universes those murdered Molecule Men had come from caused the structure of the Multiverse to become unstable. Universes began to collide with each other in a phenomenon called an Incursion.

In an Incursion, a planet appears in the sky of another planet. The region is not large, perhaps a mile or less across, and the effects of the Incursion inside the region are invisible to people outside it. Once someone passes through an illusory wall around the region, though, they can see it fully.

Because Molecule Men are on Earth in each universe, the planets involved in the Incursions are always Earths, although the location affected on each world changes from incident to incident. In this location, the sky turns red, and the two planets can see each other and be traveled to from the areas beneath this colored sky.

This lasts for eight hours, after which the planets come into full alignment and destroy each other. This also destroys their universes.

However, if one of the Earths is destroyed before that happens, the Incursion stops, saving the involved universes, but at the price of the obliterated world. The Black Swans used remotely activated antimatter injection systems to do this, and the Illuminati (see below) built several such devices to use when they felt they had no other choice.

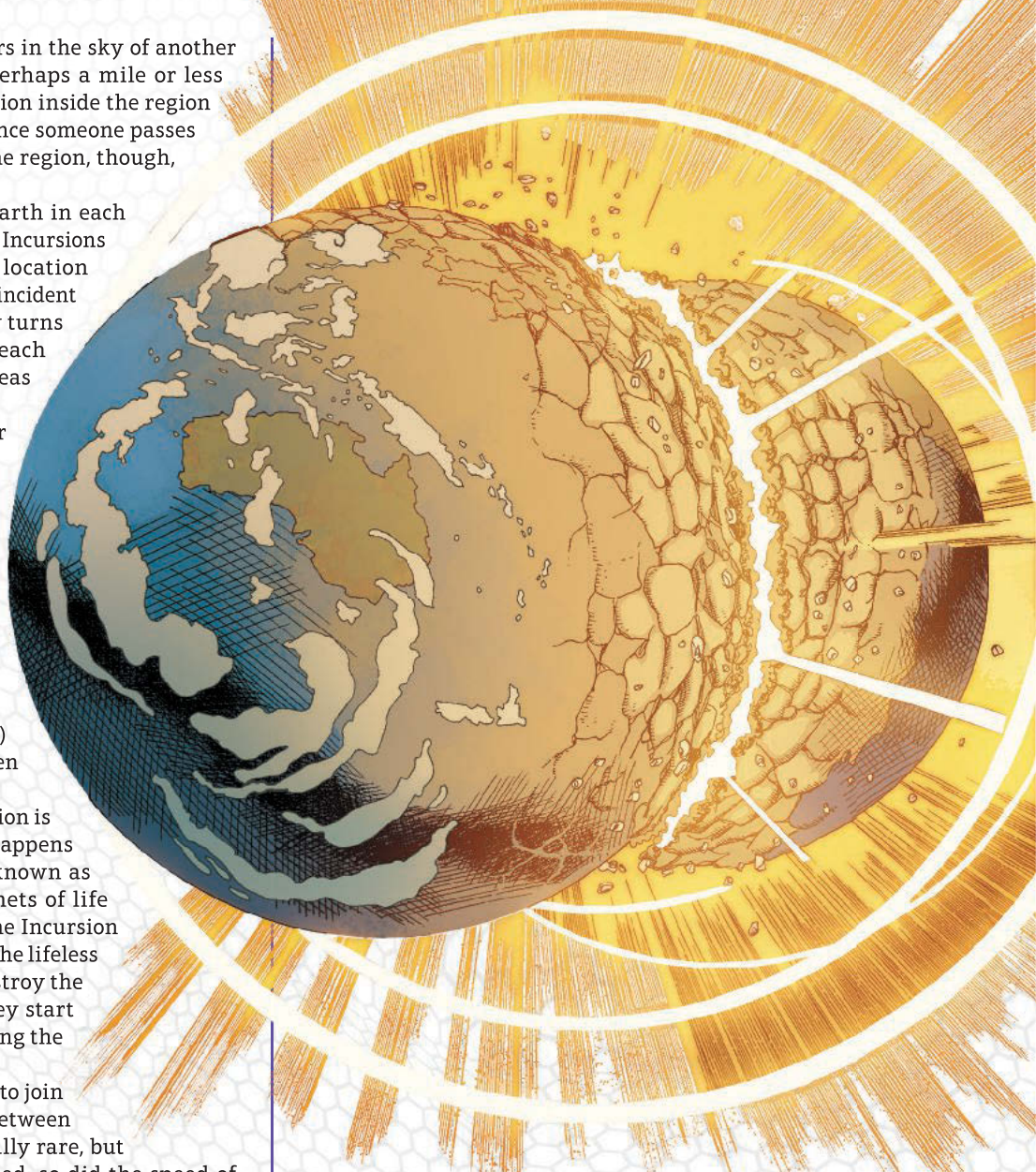
Sometimes, the sky in an Incursion is not red but an electric blue. That happens when servants of the Beyonders, known as Mapmakers, scour one of the planets of life beforehand. About an hour after the Incursion begins, the Mapmakers move from the lifeless Earth to the thriving Earth and destroy the planet they leave behind. Then they start the process all over again by scouring the new Earth of all life.

It's possible for a third universe to join an Incursion already taking place between two other universes. This is generally rare, but as the Multiverse's decay progressed, so did the speed of destruction, and it happened more often.

A group known as the Black Priests—sorcerers connected through a hive mind—emerged around the same time as the Mapmakers. They set out to destroy the Earths involved in an Incursion to save both universes. They hoped that if they pruned enough such universes, they might be able to save the rest of the Multiverse. Doctor Strange eventually joined them and became their leader.

The Incursions Illuminati

- Beast (Hank McCoy)
- Black Bolt (Blackagar Boltagon)
- Black Panther (T'Challa)
- Captain America (Steve Rogers)
- Doctor Strange (Stephen Strange)
- Mister Fantastic (Reed Richards)
- Sub-Mariner (Namor McKenzie)



Art by Mike Hawthorne, Terry Pallot & Jordie Bellaire

The Illuminati were a team of the greatest and most powerful heroes in the world. They had disbanded earlier but came together once again to try to stop the Incursions. Before turning to building antimatter bombs, they attempted to use the Infinity Gauntlet to stop an Incursion. It worked, but the effort caused all but the Time Gem to shatter (and even that one was lost). Now that the Infinity Gauntlet was useless, most of the Illuminati felt they had no choice but to destroy other worlds to prevent more Incursions. When Captain America (Steve Rogers) stood against them, Doctor Strange erased his memories of the entire event.

The Illuminati tried several other solutions. They used a Cosmic Cube to create exodus worlds to which they could evacuate the people of Earth. But then some of the stars—including one that such a world orbited—started to die early, and they lost the cube. They persuaded Galactus to intervene with the Celestials, but, unknown to the Illuminati, the Beyonders destroyed their creators to prevent their interference. Everything the heroes attempted failed.

The End of Everything

As the Multiverse's collapse continued to accelerate, the Builders in the universe of Earth-616 decided that their only option to save the universe was to destroy Earth. They set out to do so from the edge of the galaxy, destroying every civilization they encountered on their way. A massive team of Avengers headed into deep space to put a stop to this—and succeeded.

Seeing an opportunity to invade Earth while it was mostly unprotected, Thanos took it, searching for both his son, Thane, and the Infinity Stones. The heroes left behind managed to stop the invasion, although at great cost.

As the total number of universes shrank to countable amounts, the Incursions happened more and more frequently, and the heroes' efforts to stop them became more desperate. Eventually, the Illuminati had no other way to save their world but to use one of the antimatter bombs to destroy the other, known as Earth-4290001. When the moment arrived, though, none of them were able to make themselves trigger the bomb—except Namor.

This shattered the Illuminati, so Namor formed a new version of the Cabal: villains who had no qualms about destroying other worlds. Rather than working in secret, they declared their intentions openly. It turned Namor's stomach to see his new comrades take to the task with such relish, but he believed he had no choice. Eventually, he tried to betray the Cabal, but his former allies in the Illuminati refused to help him.

The Incursions Cabal

- ❖ Black Swan (Yabbat Ummon Tarru of Earth-1365)
- ❖ Corvus Glaive
- ❖ Maximus Boltagon
- ❖ Proxima Midnight
- ❖ Sub-Mariner (Namor McKenzie)
- ❖ Terrax (Earth-13054)
- ❖ Thanos

The Cabal eventually found itself on Earth-1610, where they allied with the Maker (Reed Richards), hoping to somehow triumph in the final Incursion.

Meanwhile, under the guidance of Sunspot's team of Avengers, Thor Odinson led a multiversal squad to find the source of the Incursions. They sought out and confronted the Black Priests, then learned that they were on the same side, fighting the same foes: the Beyonders and Rabum Alal.

The Multiversal Avengers

- ❖ Abyss
- ❖ Ex Nihilo
- ❖ Hyperion (Earth-13034)
- ❖ Nightmask (Adam Blackveil)
- ❖ Starbrand (Kevin Connor)
- ❖ Thor Odinson

While Strange and the Black Priests faced off against Rabum Alal, Odinson led his team to take down the Beyonders.

Meanwhile, Hank Pym returned from a mission to the Superflow to reveal that the Beyonders had killed the Living Tribunal.

Odinson's team followed a map taken from the Mapmakers to find a fissure through which they could reach the Beyonders on the edge of the universe of Earth-1120006, which was dying prematurely because of the collapse of the Multiverse, even though its Earth had been destroyed.

Nightmask gave his life to teleport the team to that point. When the Beyonders realized they had visitors, they widened the fissure to speak to the intruders, saying: "We are Beyond. Dreamers. Destroyers. All of reality our whim. Who dares stand before us?"

The Beyonders sent out two of their kind to deal with the challengers. Ex Nihilo and Abyss sacrificed themselves to take down one Beyonder, and the other was obliterated after killing Starbrand, who exploded. After that, the Beyonders sent out more than a dozen of their kind to destroy Thor and Hyperion.

Eventually, the Multiverse reached a tipping point, and the number of universes remaining fell from hundreds of thousands to less than two dozen. In the end, the last remaining universes in the Seventh Cosmos were Earth-616 and Earth-1610.

The End of the Seventh Cosmos

Unable to come up with a way to save the last two universes, Mister Fantastic built a life raft from the remains of the Living Tribunal. He hoped it would allow at least a small number of people to escape the end of the Multiverse, including his family and the members of their Future Foundation. His Earth-1610 counterpart—the Maker—did the same thing but only for the Cabal.

Unfortunately, the part of Mister Fantastic's life raft that held the Future Foundation did not survive the trip.

As the leader of the Black Priests, Doctor Strange launched an assault on the Library of Worlds. The Black Swans defeated them, though, and hauled Strange before their leader, Rabum Alal. After the Swans left them alone, Alal revealed to Strange that he was in fact Doctor Doom and that he had been trying to save the Multiverse all along.

However, time had run out. In a last-ditch effort to save anything at all, Doctor Doom gathered the Molecule Men the Black Swans had kidnapped from across the Multiverse and put them together in a large container. Then, with Strange and the Molecule Man of Earth-616 at his side, Doom used a space-worthy version of his time platform to confront the Beyonders.

After their trouble at the hands of Odinson's Multiversal Avengers, the Beyonders took no chances and came at Doom with everything they had. He, in turn, launched the container of the kidnapped Molecule Men at them and detonated it. The resulting explosion killed the Beyonders, and the remaining Molecule Man gathered all of their power into himself.

Still, it was too late to stop the end of the Multiverse. Earth-616 and Earth-1610 finally met in an Incursion. By this point, space-time had been so compressed by the loss of so many universes that the Incursion lasted under an hour.

The Seventh Cosmos came to an end, and nearly everything was lost.

But not quite.





BATTLEWORLD

AT THE END OF THE SEVENTH COSMOS, ALL OF REALITY collapsed. If the Beyonders' plan had gone off without a hitch, it should have restarted again with a brand-new Eighth Cosmos.

But that wasn't the case.

The Beyonders' plan depended on them surviving outside the Multiverse when it collapsed. That failed when Doctor Doom baited them into attacking him, the Molecule Man and Doctor Strange. They entered Earth-616 in its last moments, and Doom launched the Molecule Men he had collected from around the Multiverse, killing them all.

The last remaining Molecule Man absorbed all of the Beyonders' power. Unable to decide what to do with it, he turned to Strange and Doom. Staggered by the idea of having the power and the challenge to remake the Multiverse, Strange deferred to Doom, who was all too happy to take charge.

The Molecule Man channeled his power through Doom.

Instead of trying to reconstruct Earth-616—or, better yet, an entire new Multiverse—Doom decided to remake the place where he'd first had that kind of power: Battleworld.

OTHER BATTLEWORLDS

A number of Battleworlds have been created over the years, and they all have a few things in common.

- ▶ They were fashioned by Rank X characters who have the power to rewrite reality—or at least have borrowed or stolen it.

- ▶ They are patchwork worlds created by taking pieces from other worlds and bashing them together to make an entire planet.
- ▶ They often serve as the site of some kind of competition.

The First Battleworld

The Beyonder created the first Battleworld for the original Secret Wars. For this, he stole parts of hundreds of planets and pushed them together to form a world in a galaxy that he destroyed to clear space for his experiments. He even took a portion of Earth that included a suburb of Denver, Colorado.

Much of that Battleworld remained unexplored during the Secret Wars, although the Thing set off to wander the place on his own after everyone else left. Once he departed to return to Earth, the patchwork planet fell apart.

Years later, the Stranger restored the original Battleworld to hold his own version of the Secret Wars, posing as the Beyonder for a new group of combatants. Once that ended, the planet fell apart again.

The Latest Battleworld

Recently—in the Eighth Cosmos—Korvac created a Battleworld of his own. This time, instead of gathering combatants from across Earth, he snatched them from alternate universes in the Multiverse.

Rather than try to learn about humanity and how it works, Korvac—who was once human himself—wanted to determine which timelines (or universes) were the strongest. He planned to eliminate the ones that didn't measure up.

DOOM'S BATTLEWORLD

Having been in charge of the original Battleworld for a short time toward the end of the first Secret Wars, Doom knew something of how to construct, maintain and control such a composite world. He hadn't had his full memories during that experience, for which he blamed his failure to hold on to that power. This time, he felt sure he could manage it much better.

However, without any reality to draw from, Doom couldn't do what the Beyonder had done with the first Battleworld by taking parts of existing planets across the universe. Instead, he had to fashion his own out of whole cloth.

The people in Doom's court call it Latveria. His true believers call it God's Kingdom. Everyone else calls it Battleworld.

For his patchwork planet, Doom used the remnants of Incursion points that had formed between the worlds as the Multiverse collapsed, taking elements from some of the most incredible universes: people, places, histories and more. With those, he built a bigger, better Battleworld than any that had ever been seen. In doing so, he saved—or at least re-created—countless millions of lives.

The God Emperor

Of course, Doom placed himself in charge of Battleworld, fulfilling his longtime ambition of ruling over all. He claimed a throne and proclaimed himself God Emperor Doom. Not only that, but he set the memories of everyone on the planet to believe that reality had always been this way, that he had always been in charge and that they all owed their allegiance to him.

This affected everyone on Battleworld, with the exception of Doctor Strange and the Molecule Man. They'd been with him at the end of the Seventh Cosmos, and they remembered everything.

After creating the world, Doom managed to take Reed Richards' family as his own. In the history of Battleworld, the original Fantastic Four were Ben Grimm, Johnny Storm, Sue Storm and Doctor Franklin Storm (Sue and Johnny's father). When their world ended, they wound up in Battleworld, and Apocalypse killed Franklin. Doom saved the others, and Sue fell in love with and married him, becoming Susan Von Doom. They had two children together, Franklin and Valeria Von Doom.

Soon after Battleworld's creation, Doom asked Ben Grimm to become the Shield, a giant wall that would protect the rest of the world from the monsters that lurked to the south. Not long after that, Johnny Storm rebelled against Doom and was made into the sun.

As part of getting people to acclimate to this new world, Doom made it so that no one would question the lack of a proper history. Most people simply lived in the moment, unconcerned about a hazy past that didn't quite make sense. Those who dared to question things were severely punished. Over time, memories faded, and reconciling things became easier.

Doom's powers have limitations. Although he is omnipotent here, he is not omniscient. He cannot read minds. On top of this, he cannot use his powers to heal his own face. However, this is likely due more to not believing himself worthy of it rather than an actual limitation of his abilities.

Other Survivors

Although Doom claims to have saved millions of people, he actually *re-created* them. The originals perished along with

the Seventh Cosmos, and Doom felt free to take some liberties when he remade them.

When Battleworld was created, there were only three known survivors of the Seventh Cosmos: Doctor Doom, the Molecule Man and Doctor Strange. However, two life rafts also made it through from the wreckage of the cosmos.

The Future Foundation's life raft was discovered five years later, but Doctor Strange decided not to attempt to open it and instead kept the knowledge of it to himself. He brought the life raft to his own domain, the hidden Isle of Agamotto, and hid it there, away from even the eyes of Doom.

The Future Foundation Life Raft

- Black Panther (T'Challa)
- Captain Marvel (Carol Danvers)
- Mister Fantastic (Reed Richards)
- Phoenix (Scott Summers)
- Spider-Man (Peter Parker)
- Star-Lord (Peter Quill)
- Thor (Jane Foster)

Three years later—eight years after the creation of Battleworld—the Cabal life raft was found in the Kingdom of Utopolis. An unwitting Moloid opened it, and the people inside broke loose.

Unknown to the Cabal, Spider-Man (Miles Morales) had snuck aboard the life raft too. When investigating the raft, Strange detected Morales and brought him to the other life raft, which he finally helped to open.

The Cabal Life Raft

- Black Swan (Yabbat Ummon Tarru, Earth-1365)
- Corvus Glaive
- Maker (Reed Richards, Earth-1610)
- Maximus Boltagon
- Proxima Midnight
- Spider-Man (Miles Morales, Earth-1610)
- Sub-Mariner (Namor McKenzie)
- Terrax (Tyros, Earth-13054)
- Thanos

All of the people who survived on the life rafts remembered their lives in the Seventh Cosmos, but they'd been held in stasis for the entire time. While years had passed on Battleworld, only an hour had passed for them.

The heroes eventually managed to figure out everything that had happened, and Mister Fantastic entered the white room in which the Molecule Man lived, providing Doom with his incredible power. Doom went there to put an end to Richards, but the Molecule Man wanted to hear Richards' ideas for a better solution to the end of the Seventh Cosmos than Battleworld had turned out to be.

In his rage, Doom admitted that Richards would have done a better job at saving the Multiverse. Upon hearing this, the Molecule Man took the power of the Beyonders from Doom and gave it to Richards instead.

BATTLEWORLD

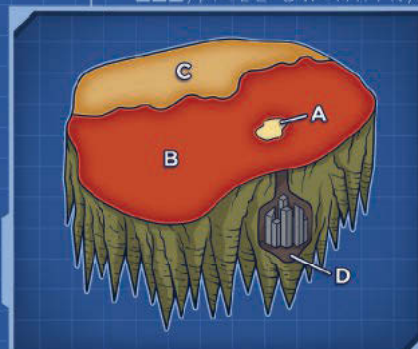


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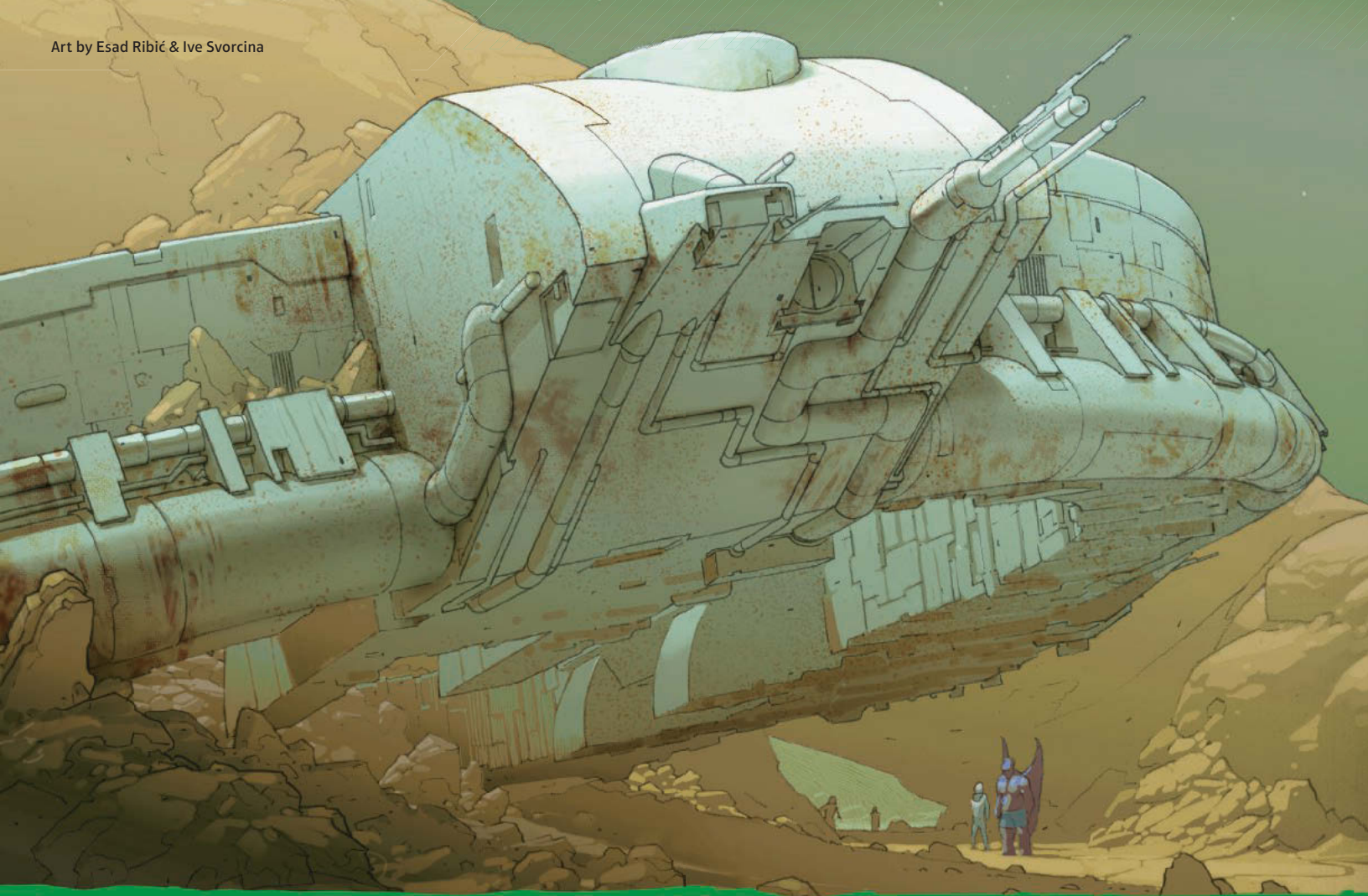
- | | |
|--------------------------|--------------------------|
| 1. Greenland | 21. The City |
| 2. Dystopia | 22. The Warzone |
| 3. Domain of Apocalypse | 23. New Quack City |
| 4. Egyptia | 24. The Far East |
| 5. Technopolis | 25. Valley of Flame |
| 6. Valley of Doom | 26. The Hydra Empire |
| 7. Spider-Island | 27. 2099 |
| 8. The Regency | 28. Hala Field |
| 9. King James' England | 29. The Monarchy of M |
| 10. Weirdworld | 30. Sentinel Territories |
| 11. K'un-Lun | 31. The Wastelands |
| 12. Utopolis | 32. Mutopia |
| 13. New Mars | 33. Westchester |
| 14. Doomgard | 34. Killville |
| 15. Higher Avalon | 35. Arcadia |
| 16. Arachnia | 36. Bar Sinister |
| 17. Marville | 37. Limbo |
| 18. The Isle of Agamotto | 38. The Deadlands |
| 19. Doomstadt | 39. Perfection |
| 20. Manhattan | 40. New Xandar |
| | 41. The Shield |

■■■//FILE BW-MHTN//



20. MANHATTAN

- A. New Attilan
- B. Manhattan - Earth-616 (Marvel Universe)
- C. Manhattan - Earth-1610 (Ultimate Universe)
- D. Monster Metropolis (Below Manhattan Earth-616)



The Birth of the Eighth Cosmos

Battleworld ended. Afterward, the Future Foundation and the Molecule Man set out to re-create the Multiverse as it had been before the Incursions began, using Franklin Richards' ability to re-create entire universes. Each one of them spun off into their own reality with a small slice of the Molecule Man, who became an anchor for that universe. This reduced his power each time, but it also healed his mind, bringing him back into balance.

All of the people who died in the Seventh Cosmos had no memories of the Incursions or Battleworld. It was as if they had never happened. Those who had survived the destruction of the Seventh Cosmos, though, remembered everything.

For the first time in history, the new cosmos didn't start with a big bang. Instead, it became a new version of the previous cosmos, with some new refinements.

For instance, because Miles Morales had done the Molecule Man a kindness—providing him with a hamburger when he was hungry—Morales' history was revised. Not only was he now a native of Earth-616, but his entire family was brought back to live with him there.

In addition, when Doom was reborn on Earth-616 in the Eighth Cosmos, Richards did the one thing for him that Doom never managed for himself while acting as the God Emperor of his Battleworld. Ironically, it was something that Doom *had* accomplished—at least temporarily—the first time he'd held a Beyonder's power, back on the original Battleworld.

Richards healed Doom's face, making him whole.

PLAYING THE SECRET WARS

Setting stories in Battleworld during the fourth Secret Wars can seem like a challenge, as the biggest story of the place has already been told: how it came to be and how it ended. Still, this is a vibrant setting full of all sorts of possibilities for stories that can become part of your game. Here are some ways to handle it.

Plenty of Time

There are eight years from the beginning of the fourth Secret Wars until the opening of the life rafts from the Seventh Cosmos, which start to bring about the end. You can, if you like, play all sorts of different stories before getting anywhere near to the end of the Secret Wars. There's no reason to rush straight toward that point.

You could even start at the dawn of Battleworld, during which Doom struggled to keep people from figuring out that something was wrong. Their memories—which he'd given them—didn't always match up with what they knew or observed. Many times, when this went too far, Doom removed the person who was the problem or reworked their memories. If pushed, he simply reset everything in a particular domain and tried again.

As time passed, dealing with this sort of thing became easier. People often have a hard time remembering exact details about what they were doing even a month ago, and as the months racked up, those details became fuzzier and faded into the fabricated background.

Alternate Endings

In your game, the fourth Secret Wars can end however you like. If the heroes come up with their own solution, more power to them. If that differs from the story told in the comics, that's absolutely fine. Just as every game becomes its own universe in the Multiverse, each game can have its own version of the Multiverse too.

If you want to see if the heroes can prevent the end of the Seventh Cosmos, you could let them attempt that. The heroes in the comics gave it their best shot, and it didn't work out, but—as unlikely as it might be—maybe your heroes can improve on that. If they fail, they can wind up on Doom's Battleworld during the Secret Wars anyway.

The Beyonder

Although Doom believes that he has all the power of the Beyonders, he missed one and didn't notice. The first known Beyonder—the one who launched the first Secret Wars—never appears in the official stories of the fourth Secret Wars.

Doom assumes that's because the Beyonders all attacked him at once at the end of the Seventh Cosmos, but there was no sign of that odd Beyonder then. Instead, he went into hiding, surviving the destruction of the Multiverse by undetectably hitching a ride while shrunk down inside Doom's time platform.

In your game, this Beyonder can serve as a secret power helping to guide the heroes and protect them from Doom. Of course, he can only use his abilities judiciously and quietly. Against powers greater than his own, the Beyonder is a coward, and he refuses to risk exposure or to challenge Doom directly.

Because of that, the Beyonder often likes to work through underground organizations when possible. This allows him to reduce his personal risk while still agitating against Doom. He prefers working with the Silent Chambers, but he's also supplied help to the Iron Pirates and to Advanced Idea Mythologies.

The Silent Chambers

The Silent Chambers is the largest resistance group on Battleworld—or at least the largest one that Doom knows about. He's become obsessed with it, and he's even taken to using New Attilan (see page 117) as a means of experimenting with ways to ferret out and deal with the group. So far, though, he's not managed to make much headway against the organization.

Some of the adventure hooks in this chapter mention the Silent Chambers, but Narrators should feel free to substitute any other organization they like in its place.

The Iron Pirates

The Iron Pirates were not covered much in the comics, but we've expanded on them here. They are the world's largest smuggling organization. They're run by a group of Tony Stark variants who have no real home to speak of because their domains were destroyed or annexed. Rather than compete with other Starks who are often prominent people in their own domains, the Iron Pirates decided to build high-tech ships and sail Battleworld's seas.

Many of these ships feature high-tech enhancements that only someone like Stark would think to add. Some of

them float over the waves like hovercraft. Others can turn invisible so they cannot be seen with the naked eye. Many of them feature armaments to defend themselves when they must, mostly against the creatures that live in the deepest parts of the oceans.

The Iron Pirates have also made deals with many of the various Atlantises throughout Battleworld. Because these cities reside deep in the sea, Doom doesn't pay nearly as much attention to them as he does to other settlements, trusting the Namor variants to be canny enough not to challenge his supremacy. The Iron Pirates take full advantage of this blind spot, and they often do favors for the underwater cities in repayment.

Advanced Idea Mythologies

The comics do not have much information on Battleworld's version of A.I.M., but we have more details for you here. Advanced Idea Mythologies is less of a global organization and more of a force driven by ideas. There are A.I.M. groups in many of the domains, and of those, a good number of them function like the criminal scientist organization known as Advanced Idea Mechanics. They focus on research and scientific genius to allow them to commit crimes.

The nature of such scientific queries often leads the members of A.I.M. to ask questions that border on heresy—and then race screaming straight into it. They want to know why the world doesn't make any sense but rather just works the way Doom says it should. They want to know why there is nothing in the sky but the sun and sometimes Knowhere. They want to know why they're not allowed to see other domains.

Simply put, they want answers, and Doom is not prepared to give them. Because of that, they often work in secret, passing research from group to group in quiet ways, keeping their heads down so Doom doesn't cut them off.

The members of A.I.M. are not likely to put out their necks for anyone else unless they see no downside to the opportunity. However, they are happy to feed people information and get them asking the kinds of questions they want to have answered.

Changing Battleworld

Chapter 9: New Rules features guidelines for how to handle a series set on Battleworld. This includes ways to overthrow domains and perhaps even to turn the people against Doom.

There are plenty of opportunities for adventures in each domain, and the Narrator and players can choose which way to drive this. For instance, the heroes can work to curry favor with Doom and then betray him. Maybe they want to conquer a domain first and take control of it. They might like Battleworld the way it is and work against other teams of heroes trying to disrupt it. Or they might try to assassinate Doom instead.

When you're ready to learn how to handle all of this, read the "Battleworld Games" section of that chapter. First, though, you need to know how Battleworld works.

BATTLEWORLD'S UNIVERSE

Everything in this universe is composed of God Particles—the energy stolen from the Beyonders and controlled by the Molecule Man and Doom, also known as Neutronium or ISO-8.

Because Sheriff Strange came from the Seventh Cosmos and hadn't been built or empowered by such things, he is the only known exception to this—until the life rafts open up.

In Doom's substitute cosmos, there are only three celestial bodies:

- ▶ The Sun
- ▶ Knowhere
- ▶ Battleworld

No stars hang in the sky. Those who look up into a clear night see only a blank void. Legend has it that Doom plucked the stars from the sky to fashion the Mjolnirs wielded by his Thor Corps.

The Sun

At first, Battleworld had no sun. The people who lived there provided their own light and warmth through the providence of Doom. However, at some point, the Human Torch—who was Doom's brother-in-law—defied Doom, fostering rebellion. When Doom discovered this, he allowed the Invisible Woman to decide her brother's fate.

She asked Doom to spare the Torch's life and transform him into something useful instead: the sun. He did so, placing the Torch in orbit around Battleworld, giving the planet both days and nights. Many on Battleworld call him the Man in the Sun, and some even worship him.

Knowhere

As on Earth-616, Knowhere was a space station fashioned out of the head of a dead Celestial. Now, however, Doom claimed to have beheaded the Celestial himself and placed Knowhere in orbit around Battleworld to serve as its moon—and as a constant reminder of his power.

Although Knowhere is inhabited, few people on Battleworld realize this, as travel to and from it is prohibited.

For more on Knowhere, see its description on page 146.

Battleworld

The planet of Battleworld is larger than Earth but has a similar atmosphere and gravity. It floats in the center of the universe, alone but for Knowhere and the sun. Unlike Earth, most of the planet's surface is covered by land rather than water. Also, the world is mostly hollow inside.

In some parts of the world, a person can dive into a body of water and emerge from the other side. Somewhere in between, gravity switches orientation so that down is up. This is because the planet's crust is what draws things to it, rather than the vast bulk of it.

The core of Battleworld is the Negative Zone. This is one of the few dimensions that Doom carried over from the Seventh Cosmos, perhaps because he feared that a positive realm demanded a negative one to balance it out. This is also where the creatures of New Xandar (see page 143) hail from.

The world is sectioned into domains, each of which is based on at least one universe in the Multiverse of the Seventh Cosmos. Doom resides in the domain of Doomstadt, from which he rules over all. The northern part of the planet is known as Greenland, and the southern part is divided from the rest by a towering wall of orange brick known as the Shield, which protects the rest of the world from the horrors that reside south of it.

Battleworld Time

Doctor Doom, Sheriff Strange and the Molecule Man know how long Battleworld has been around, but most of the planet's residents have no idea. To them, it has always been there and always will be. The planet seems to have a history that stretches back much farther than the eight years or so that it has actually existed.

It turns out that this history is entirely in the residents' minds. They don't quite understand how their world came to be, but they rarely question what has led them to this particular moment in time. Most people figure that's just the way things are, and the rest know—or quickly learn—that wondering aloud about it can lead to being charged with heresy.

Although the domains generally work with a standard calendar, many of them have a different idea of what year they're in. The residents of King James' England, for instance, believe they're living at the dawn of the 15th century, while the people of the domain 2099 are sure that they're at the end of the 21st century. However, most modern domains use the current year in the real world, by default.

No one dares ask Doom what year it is for him. As far as they're all concerned, he's literally been around since the dawn of time.

Time Travel

Time travel can happen on Battleworld, but it is inherently limited. As there is no Multiverse, there are no alternate timelines available. When something happens, a universe in which that thing does not happen does not exist. There is only one story all the way through.

Or at least that's the way it seems to the residents of Battleworld. Doom re-created very few time-travelers on the composite planet, and he seeded the timestream with temporal mines to keep them from moving very far through it. Most can only manage to travel a handful of minutes at a time.

This might have less to do with the nature of Battleworld than with limitations that Doom put on time-travelers. Either way, though, the result is the same. Doom never bothers with time travel here himself, as he can simply revise reality to be what he wishes at any point.

Technology

The level of technology can vary drastically from domain to domain. In Doomstadt, most official work is done on scrolls, while the people of 2099 or Technopolis use holographic displays.

There's nothing that keeps a particular kind of technology from working in one domain but not another. It's just that the people in a domain only know how to handle the technology of the year they believe they live in.

This is one of the reasons that travel among domains is forbidden without the express permission of the barons involved or of Doom. If people could travel freely, the high-tech domains would quickly overwhelm the low-tech ones with their scientific knowledge and equipment. Also, people would likely flee from the more dangerous domains to the more peaceful ones.

BATTLEWORLD GOVERNMENT

Doom is omnipotent but not omniscient. Other people help him, knowing that he can obliterate anyone he likes with a snap of his fingers.

The Ruling Structure

Doom split Battleworld into distinct domains and put a baron in charge of most of them. Each baron's duty is to keep order and implement Doom's will. Many times, the baron is the most powerful person in the domain, but that choice is entirely up to the whims of the God Emperor.

If a baron fails to live up to Doom's expectations, they can be replaced at will. In cases of betrayal, this often includes their utter destruction as well. Doom likes to make examples of such people to send a message to others about the consequences of betrayal.

The barons mostly respect the boundaries that separate their domains, which keeps widescale conflict from breaking out. Many domains have plenty of internal conflict to deal with, and that is by design. Doom knows that keeping people busy—often by putting them at odds with each other—means they have far less time to spend plotting against him.

The Right Hand of Doom is Doctor Strange, although he works under the title Sheriff Strange. He serves as the penultimate arbiter of the law—second only to Doom—and is in charge of the Thor Corps, which enforces Battleworld's laws.

The Left Hand of Doom is the Future Foundation, the core part of the Department of Science, an organization dedicated to research and scientific inquiry. Valeria Von Doom leads it, along with many people who formerly served in the Future Foundation during the Seventh Cosmos.

The Future Foundation

- Bentley-23
- Dragon Man
- Franklin Von Doom
- Leech
- Minister Alexander Power
- Night Machine (Nikola Tesla)
- Nostradamus
- Psycho-Man
- Valeria Von Doom

Doom's Law

Each domain has its own laws and customs. However, there are a number of laws that apply to everyone on Battleworld. The following, for example, are illegal:

- ▶ Heresy or blasphemy against Doom as the God Emperor.
- ▶ Discord between barons over their domains.
- ▶ Sedition against Doom's rule.
- ▶ Disobeying a baron within their domain.
- ▶ Travel between domains without permission by the barons involved or by Doom. (Members of the Thor Corps have the authority to travel anywhere.)

As the Sheriff of Agamotto, Stephen Strange's word is law and his judgment is final—unless Doom opts to intervene.



In disputes leveled against a baron, the baron can demand to meet their accuser in single combat in Doom's throne room. If the accuser refuses, they forfeit the dispute. If they fight, the winner's claim in the dispute prevails. The Thor Corps forms a circle around the dais that sits below Doom's throne, and the two combatants fight with stun sticks until one falls unconscious—although deaths are not uncommon.

When science (discovery) and religion (Doom) are at odds, their representatives—Valeria and Strange—try to work out any complications. When something prevents that, like an artifact that seemingly predates the creation of Battleworld, this creates a schism between the two branches. At such times, Strange often invokes quarantine until he can investigate the matter himself.

As one of the few people on Battleworld who remembers the Seventh Cosmos, Strange sometimes keeps such discoveries to himself, preventing anyone else from learning about them if he can. He has trusted members of the Thor Corps to move such things to the Isle of Agamotto, where he can examine them in secret.

The Thor Corps

From the domain of Doomgard, Sheriff Strange oversees the planetary law enforcement organization known as the Thor Corps. It is composed of dozens of variant Thors—plus a few others—who have qualified for the job.

To do so, a candidate must be brought to Doomstadt to see if they are worthy of picking up a version of Mjolnir. If they are, they gain all the powers of Thor and are assigned to the Thor Corps, serving as officers of Sheriff Strange.

Each Thor gives their personal hammer its own name. Also, they all speak with an Asgardian accent, even the ones who had no association with Asgard before they became a Thor.

Some Thors are assigned to a particular domain, while others are left available to handle other duties. In an emergency, several Thors can be called to respond at once.

Members of the Thor Corps can write three runes on any surface—Fehu-Nautiz-Uruz—and this instantly teleports them and anyone they are with to Doomstadt via Doom's power.

Any Thor can sound the alarm and summon the entire Corps to their aid. When this happens, every Thor's hammer begins to glow with a bluish light to alert them. This also tells them the location of the Thor sounding the alarm.

On top of that, any Thor can pray to Doom and appear in spirit form before him, wherever he might be. They do so by kneeling and saying, "*All-Father, I beseech you. Hear my prayer.*" This is only done in the most dire circumstances, of course, as Doom does not deal kindly with those who bother him with trivial matters. Upon Doom's request, the supplicant Thor can allow him to see what they see, projected into the map room in Doomstadt, so that Doom can judge matters for himself.

The Church of Doom

Doom isn't kidding when he calls himself God Emperor Doom. As far as many people on Battleworld are concerned, he is the one and only god in the universe, the all-powerful creator of everything. He deserves the worship of his creations, and he punishes those who refuse to grant him that, if only to make an example of them.

He has churches set up in some of the domains, and those who wish to can enter them and claim sanctuary against persecution of any kind, particularly of the local law. Doom, however, can enter them any time he likes and dispense justice as he sees fit.

Members of the Thor Corps—along with others—refer to Doom as the All-Father, much as the Asgardians referred to Odin in the Seventh Cosmos.

When the people of Battleworld might say *God*, they say *Doom* instead. Many of their sayings, catchphrases and curses are based around this transformed language as well.

Examples include:

- ▶ Doom-blessed
- ▶ Doom-damned
- ▶ Doom-forsaken
- ▶ Doomit
- ▶ For Doom's sake
- ▶ Goddoomed
- ▶ My Doom
- ▶ Omidoom (OMD)
- ▶ Sweet Doom-mas

In addition, Doom is often credited with the works of others who are not alive on Battleworld. For instance, he supposedly wrote *The Origin of Species*, which was actually the work of Charles Darwin. This is yet another way in which he establishes his wisdom and dominance.

The heretics of Advanced Idea Mythologies (A.I.M.) offer alternative explanations for the creation of the universe. These are considered heresy and dismissed as conspiracy theories, no matter how correct they might be.

Variants

Because Battleworld's domains are drawn from all across the Multiverse, there are often several versions of any given character on the planet, each with their own background related to their domain.

There are a few exceptions:

- ▶ There is no Reed Richards at all.
- ▶ There are no variants of the following people:
 - ◆ Franklin Von Doom
 - ◆ God Emperor Doom
 - ◆ Human Torch (Johnny Storm)
 - ◆ Invisible Woman (Susan Von Doom)
 - ◆ Molecule Man
 - ◆ Sheriff Stephen Strange
 - ◆ Thing (Ben Grimm)
 - ◆ Valeria Von Doom

It's possible for such variants to pop up, but they are usually fakes of some sort or the work of shape-shifters like Mystique or Skrulls. Alternatively, the variants are not actually of the original person, even if they might seem so at first glance.



Power Cancellation

One oddity on Battleworld is called *power cancellation*. The powers of variants do not usually work on each other, and they can, in fact, cancel each other's powers when within 5 spaces of each other. For example, if a variant of Kitty Pryde gets close enough to her, she cannot use any of her mutant powers.

This effect does not apply to permanent powers (powers with a permanent duration) or to powers that come from a Special Training origin.

CRIME AND PUNISHMENT

Doom lets the barons mete out justice in their domains as they see fit, but he reserves special punishments for lawbreakers who manage to earn his attention.

The Killiseum

In this arena in Doomstadt, gladiators battle for their lives, overseen by the showmaster, Arcade. Sometimes, the barons send people here as well, hoping that they might amuse Doom.

The Killiseum holds tens of thousands of spectators—including Doom, who often watches from a throne on one side of the stadium. The place features several massive screens that show close-up details of the event, plus large statues paying tribute to Doom.

Fights are also broadcast throughout Battleworld to the people aware of God Emperor Doom. People place all sorts of bets on the matches, which are often fixed by insiders like Taskmaster.

Hungry zombies, chained by the neck, stand around the outside of the field of combat to make sure the fighters can't flee. Those who stray too close to the edge—or are killed in combat—become zombie chow.

Fights are mostly conducted with melee weapons rather than firearms. The fighters often battle alone, but sometimes, they're pitted against each other in teams. Fights are limited to twelve rounds, much like a boxing match.

Noted fighters or teams include:

- ▶ Carmilla Black
- ▶ **Hydra Warriors:** Hydra henchmen
- ▶ Nico Minoru
- ▶ War Machine (Thunderbolt Ross)
- ▶ **Winter Devils:** The Captain (Steve Rogers) and Winter Soldier (Bucky Barnes) of Earth-16832 and the Devil (Devil Dinosaur).
- ▶ **Wolverine Clan:** Variants of Wolverine

In addition, Kamala Khan (Ms. Marvel) works at her family's Circle Q Concession Stand at the stadium.

Mojo.Mojo

Mojo runs an underground station/website in which he pits various super-powered people against each other, usually in battles to the finish. Although this is not an official form of punishment, it's often where the matches that Arcade doesn't want to feature in the Killiseum wind up.

That's likely because most of the combatants haven't done anything wrong to draw Doom's ire. The battles just make for some of the highest-rated entertainment in all of Battleworld. They pop up intermittently and in different remote places, making it hard for anyone to know where such a contest might be held next. Given the amount of collateral damage the fights often do, that's probably for the best.

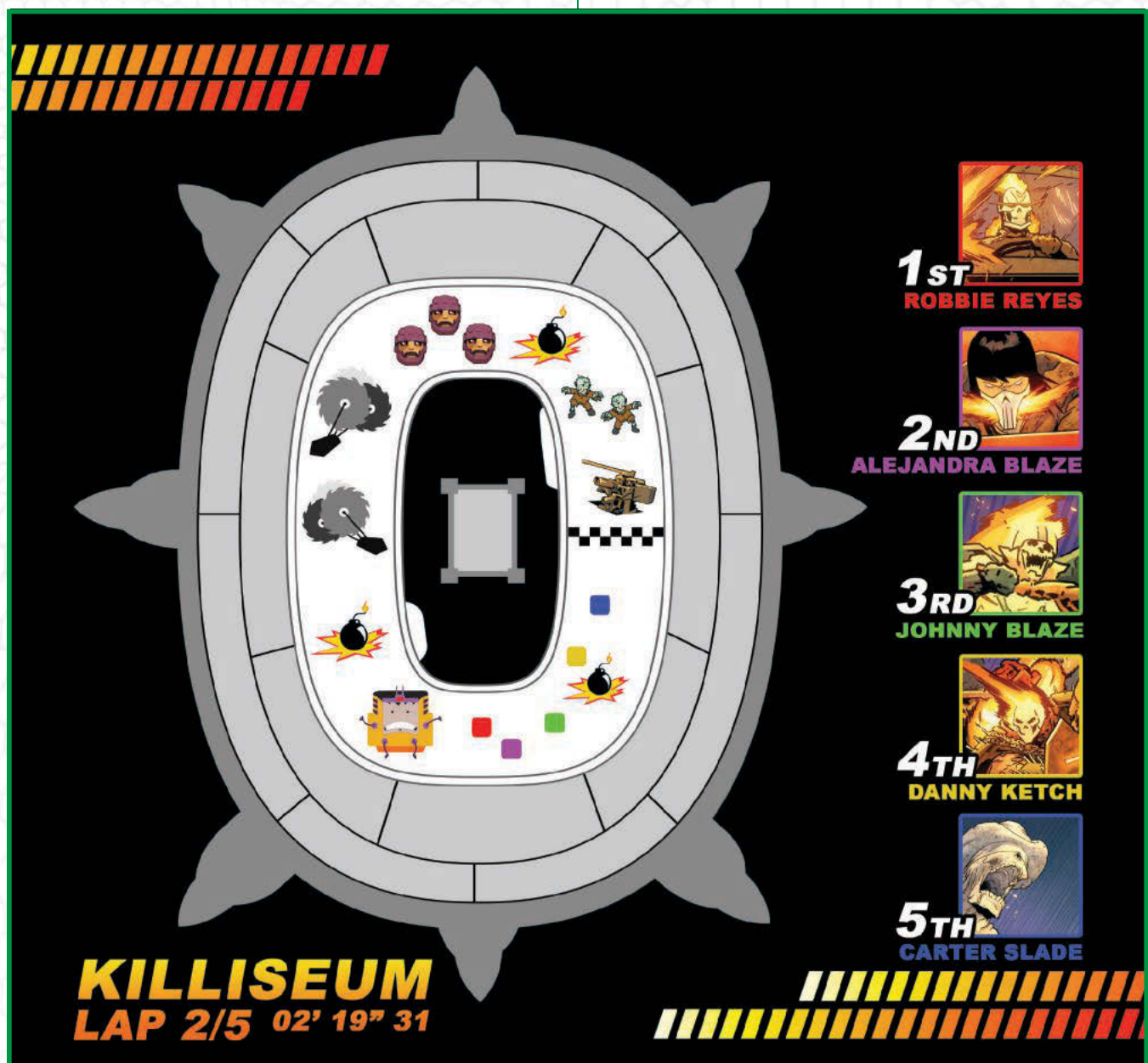
The Ghost Races

At night, Arcade hosts the Ghost Races in the Killiseum on behalf of the Ghost Racer Federation, which he also runs. Each contestant is a Ghost Rider of some kind, each host to one of the Spirits of Ignition.

Each race consists of five laps around the track that runs along the inside of the arena. During the race, the riders take on their various Ghost Rider forms and can attack each other, as can the Russian Roulette Sniperbots that attack them randomly from the edges of the track.

Noted racers include:

- ▶ **Robbie Reyes:** The Hell-Charger, the Mechanic from Hell; drives an armored Battle Charger. Possessed by Eli.
- ▶ **Johnny Blaze:** Rides a motorcycle; uses a hellfire shotgun.
- ▶ **Danny Ketch:** Danny Boy; rides a motorcycle.
- ▶ **Carter Slade:** Satan Stomper, the Undead Thoroughbred; transforms into a blindfolded centaur with Gatling guns mounted on each side.
- ▶ **Alejandra Jones/Blaze:** Nicaraguan Hellfire, the Black Magic Menace; rides a hoverbike atop a single wheel of hellfire.
- ▶ **Gabe Reyes:** Baby; youngest Ghost Racer ever; rides a wheel racer (sits inside a large wheel).
- ▶ **Knuckles O'Shaughnessy:** Little person; drives a Hell-Charger.



Art by Juan Gedeon

- ▶ **Zero Cochrane:** Rides a hoverbike with a chainsaw stabbing out of the front, emblazoned with the words “Viro Mutilator.”
- ▶ **Nima:** Rides a mule.
- ▶ **Michael Badilino:** Vengeance; rides a motorcycle.
- ▶ **Gorilla Rider:** Rides a hellfire-powered locomotive.
- ▶ **Shark Rider:** Rides a flying shark.
- ▶ **T-Rider Rex:** Big Boy; rides a Tyrannosaurus rex standing on the wings of an R-99 Raptor jet fighter, with cyborg arms that fire missiles from the knuckles.
- ▶ **Shoba Mirza:** A four-armed woman; rides a flaming bull elephant.
- ▶ **George Tarleton:** Ghost Rider M.O.D.O.K.; a large flaming skull that rides his Doomsday Chair.

Sometimes, other opponents are let loose on the track to up the bloodshed. Such challengers include:

- ▶ M.O.D.O.K.
- ▶ Sabretooth
- ▶ Sentinels
- ▶ Symbiotes with hosts
- ▶ **Venus Compiler:** The Racetrack Reaper, Gambler’s Ruin; rides a motorcycle

After each race, the guardian angel Zadkiel—who serves as the Killiseum’s chief of safety and security—de-spirits the racers, returning them to their human forms. The winner of each race joins a celebration at Club Jekyll & Hyde, a nightclub on Doomstadt Boulevard in the Hollowuud district. Members of Zadkiel’s Guard take the losers to the secret dungeon beneath the Killiseum, where the angel tortures them under orders from Arcade.

As with the gladiator battles, the races are sometimes rigged, but in this case, Arcade himself handles the fixing—until his death in the waning days of Battleworld.

Work the Shield

If Doom is displeased with someone but sees that they are not a threat to him and still have some use, he sometimes sends to them patrol the Shield. That’s the massive wall that separates the southern part of Battleworld from the Deadlands, Perfection and New Xandar, which are filled with zombies, Ultron drones and the insectoid aliens of the Annihilation Wave.

Those who patrol the Shield don’t enjoy their former society the way they once did, but they can find purpose in their work—in protecting the rest of Battleworld from the horrors to the south that threaten to devour them all. They can perhaps even make a life for themselves there, as limited as it might be.

Banishment

If the offender cannot be trusted to work the Shield, Doom often has them thrown over it instead. Their fate depends on what part of the Shield is used for this. If it borders on Perfection, they face Ultron drones. If it borders on New Xandar, the Annihilation Wave eventually finds and devours them. If it borders on the Deadlands, the zombies are sure to eat them.

Some of the hardier offenders manage to survive in these horrifying environments—at least for a while. If they’re lucky, they might find others they can band together with, pooling their efforts and resources to endure their fate.

Most, though, wind up dead soon enough. The only question is how.

Doomed

To be *Doomed* is a particularly harsh punishment. Someone sentenced to this has their eyes, tongue, hands and feet removed. If they survive the experience, they are released back into society as an example of the horrors that Doom can inflict on those who stand against him.

It’s easy to execute offenders, but such deaths put the fear of Doom into people for only a short time. They move on, and they forget. The maimed beggar serves as a reminder for the rest of their miserable days.

Death

Doom prefers not to execute people if he can help it. It’s not that he cannot stomach killing, but he sees it as wasteful, particularly on a planet where he spent the energy to bring those people to life.

The banished feed the zombies. The Doomed serve as a warning. The dead do nothing ever again.

Still, if Doom believes the offender to be intractable, irredeemable or—worse yet—an actual threat, he kills them on the spot. He does not suffer threats to himself to live.

If possible, Doom likes to execute such people in public, either in his throne room or in the Killiseum. He often does so in a spectacular way designed to horrify all who witness his raw power.

THE OCEANS

There are four main bodies of water on Battleworld. Only one of them—the Northern Sea—was named in the comics, but that’s expanded on here. Note that people in any domain may have their own names for such oceans that differ from their common names.

- ▶ The Northern Sea
- ▶ The Inner Sea
- ▶ The Doomsea
- ▶ The Southern Sea

The seas are dangerous places, filled with large monsters—leviathans—that make crossing them perilous. They function as borders between the domains as much as the walls that are constructed to keep them apart.

People who try to fly across the oceans encounter life-threatening storms that urge them back. It’s easy to get turned around in these and lost, though, and people sometimes make their way into neighboring domains by accident.

The Northern Sea is the largest by far, sometimes referred to as the Great Ocean, the Sea of Monsters or the World Sea. This stretches south of Greenland and Dystopia, separating them from the rest of the planet, much in the same way that the Shield does in the south.

The Inner Sea sits in the southern hemisphere, with the Domain of Apocalypse and Limbo on one side and Weirdworld, Marville and the Far East on the other.

The Doomsea reaches south past Doomstadt, from the Straits of Doom all the way down to Arcadia.

The Southern Sea is the smallest of these, and it rests entirely south of the Shield. It separates the Deadlands from Perfection and New Xandar. Some people refer to it as the Stew because of the number of zombies that have been trapped in its waters while trying to cross it.

THE DOMAINS

There are nearly a hundred different jurisdictions on Battleworld. Of these, there are 41 major ones, known as domains, plus a few other important regions that aren't official domains but still deserve attention. The rest of the jurisdictions are neighborhoods or locales that fall under these.

Each domain has two statistics that describe it, and these can change throughout an ongoing game. Just look to the top of each domain's entry in this chapter for an example. It looks like this:

ANGER	LOYALTY
#	#

Danger

This is the average rank of the kinds of opponents or threats the heroes can expect to encounter in this realm. In most cases, the number runs from 1 to 6. It's based not on average civilians, but on the average rank of the people the heroes are likely to have a serious conflict with.

One domain—Doomstadt—has a Danger rating of X. This is because it's the most dangerous place in all of Battleworld, featuring two Rank X foes: God Emperor Doom and the Molecule Man.

Loyalty

A domain's loyalty determines how hard it is to get the average resident to go against God Emperor Doom. To convince someone to betray him in even the slightest way requires an Ego or a Logic non-combat action check against the target's corresponding defense score.

The Loyalty statistic determines how many edges or how much trouble the check has. It ranges from double edges (pretty easy) to double trouble (pretty hard). In the statistic box, this is written as:

- ▶ 2E
- ▶ 1E
- ▶ —
- ▶ 1T
- ▶ 2T

The Narrator is free to adjust the check's target number to reflect the situation's circumstances and the attitude the individual has toward Doom. The default is a Challenging check.

Moving Between Domains

Crossing the borders between domains without permission is expressly prohibited. Those caught doing so can expect

harsh punishment from the Thor Corps (Sheriff Strange's planetary police force), the baron in each domain and perhaps even the God Emperor himself.

If the heroes attempt such a crossing, consider the nature of the domain they're leaving and the one they're entering, as well as the location and means by which they hope to cross. The Narrator should then set a target number for the crossing attempt, using the ability that best reflects the method of travel.

In many cases, the ability should be Vigilance, as the heroes are on the lookout for traps, guards and other challenges during the crossing. If the heroes try to sneak across in the dark, though, they might want to use Agility instead. If they are talking their way past guards, perhaps using false orders or identification, they might use Ego or Logic.

Without any sort of help or preparation, the base target number should be around 13. The Narrator can adjust this as needed.

In most cases, the heroes want the target number for the crossing to be as low as possible. They can work to change the numbers in the right direction in many ways: bribing guards, using powers, finding a guide who's done it before and so on.

If the heroes cross in a group, they should pick one of them to act as the leader and to make a single action check for them all. The others are assumed to be doing what they can to give the leader an edge on the check, but that only cancels out the trouble that they bring by enlarging the group, so consider that a wash.

If the check is failed, this does not mean that the heroes have been captured—only that they have been spotted. They might wind up on either side of the crossing, at the Narrator's discretion, and they can still attempt to evade capture.

Some heroes might try to cross by air or sea, as these areas are generally guarded less well. It's hard for even the Thor Corps to keep an eye on the entirety of the Northern Sea. However, the sky over the borders often fills with freak storms during such attempts, and these can be dangerous as well. Sometimes, people make such crossings by accident.

Domain Details

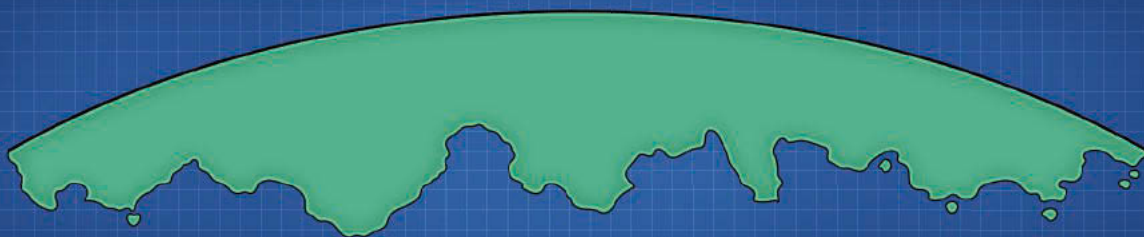
Each domain's description includes things like:

- ▶ Notable personalities
- ▶ Important locations
- ▶ Historical and contemporary details
- ▶ Adventure hooks

If an entry doesn't have a description of a particular element, that just means nothing of that kind is officially known there. In any case, the Narrator should feel free to add elements of their own or revise existing elements to fit the needs of their game.

01 GREENLAND

///COMSAT: ZOOM//ENHANCE///



Source: Earth-71612

Baron: The Red King

Thor: Unknown

DANGER

5

LOYALTY

1E

Two Hulk-infested domains—Greenland and Dystopia—cap the northern part of Battleworld, which is separated from the rest of the planet by the Northern Sea. Of the two, Greenland is by far the larger and is, in fact, the largest domain on the planet.

In this domain, A.I.M. blasted the entire place with gamma bombs, killing most of the population, with the exception of Banner Industries in Phoenix, Arizona, where Amadeus Cho was able to tweak the bomb so it did not explode but leaked gamma-tainted gas instead. The resulting radiation in the post-apocalyptic wasteland turned every survivor into a Hulk, including the animals, insects and plants, which became large and carnivorous.

Most of the Hulks in Greenland are mindless savages who roam the open parts, looking for things to fight. Others—like the Sand Hulks, who have Sandman-like powers—lie dormant in the Badlands until someone passes by, at which point they emerge from the desert sand and attack. The smarter ones live in the land's two settlements: the Barrens and the Mud Kingdom.

The domain was run by the Red King, an unruly and defiant baron who oversaw an unruly and defiant populace. Doom disliked him but did not want to dirty his hands with direct action against him. Instead, he preferred to send assassins to try to kill the Red King. This included the Winter Soldier (Bucky Barnes) and the Captain (Steve Rogers) of Earth-16832. They became warriors in the Killiseum (in Doomstadt) after their homeland was annexed by the Domain of Apocalypse.

Rogers was sent to Greenland—along with Devil Dinosaur—after Barnes went on his own and failed to return. There a Hulk named Doc Green guided him into the Mud Kingdom, which controlled all the vibranium in the domain. When the Captain learned that Bucky was dead, he killed the Red King. Doc Green tried to claim Greenland's throne, but the Captain killed him too, even after he learned that Green was a gamma-powered variant of Steve Rogers from a domain similar to his.



BARON: THE RED KING

Art by Marc Laming & Jordan Boyd

This left the domain with no leader, initiating a struggle among the Hulks of the Mud Kingdom to establish dominance.

There's an island off the coast of Greenland where the people can change back and forth between their Hulk form and their regular form. Whenever they lose their temper, they tend to Hulk out, but some of them have learned to control it through therapy, and they are teaching others how to manage it too. They have little to nothing to do with the rest of Greenland.

NOTABLE PEOPLE

- ▶ **Dr. Leonard Samson:** A psychiatrist who works on the Island and tries to help people learn to control their emotions so they can change into Hulks and back when they wish.
- ▶ **Old Man:** An old green Hulk who sometimes lurks just inside the fence around the Barrens. He claims to be Odin, but he's actually the Maestro from Dystopia, looking for rebels.
- ▶ **Red King:** A red Hulk of unknown name who rules over Greenland by smashing all who defy him.

IMPORTANT LOCATIONS

- ▶ **The Badlands:** An open wasteland.
- ▶ **The Barrens:** A territory surrounded by a fence made of human skulls. Also the home of the Tribal Hulks who do not live in the Mud Kingdom but trade with it.
- ▶ **The Castle:** The tallest building in the Mud Kingdom, and home to the Red King.
- ▶ **Fang Mountains:** A jagged land where even Hulks fear to tread.
- ▶ **Gamma Lake:** A river-fed lake that is home to at least one Sea Hulk.
- ▶ **The Island:** An isolated yet civilized island where people can change back and forth between their Hulk form and their regular form.
- ▶ **The Mud Kingdom:** The main settlement in Greenland, ruled over by the Red King.
- ▶ **Port Banner:** A sheltered cove on the Sea of Monsters.
- ▶ **The Sea of Monsters:** What the people of Greenland call the Northern Sea—for good reason, as it's infested with sea monsters.

ADVENTURE HOOKS

- ▶ In his efforts to understand the Silent Chambers, Doom set up a false rebellion based in the Quiet Room in Manhattan (see page 117). As part of that, the rebels brought a serum to Greenland that restored the minds of the mindless Hulks—at least until Doom reset them to test them again. Doom likely got the idea from someone who was actually trying to create such medicine, though, perhaps in neighboring Dystopia. Who might create such a solution? And are they working to overthrow Doom, or simply for their own reasons?
- ▶ The Hulks of the Mud Kingdom like to throw garbage at the Thor Corps when they fly by. The Maestro of nearby Dystopia devises a plan to supply the Hulks with a gamma bomb to throw at the Corps instead. Can the heroes stop the plot in time to keep a horde of angry Thors from destroying the Mud Kingdom in revenge? What happens to the Thors if the heroes fail? And if the heroes succeed, what might they do with a live gamma bomb?



THE CASTLE

Art by Marc Laming & Jordan Boyd



Source: Earth-69413

Baron: Maestro (Bruce Banner)

Thor: Unknown

DANGER

2

LOYALTY

1E

Dystopia is the smaller of the two domains in the north of Battleworld, beyond the Northern Sea. Its baron—the Maestro—rules the place with a massive green fist and regularly exiles troublemakers into neighboring gamma-blasted Greenland and to the nonexistent mercy of the Hulks who roam its Badlands.

The central part of Dystopia is a massive, futuristic city. In it, the wealthy and powerful live insulated lives in towering skyscrapers, while the average folk work hard for scraps on the streets below. The people here use future slang and curses, like “*What the shock!*”

The Maestro sits in his throne room above it all, drinking and feasting, surrounded by scantily clad, beautiful women. He rarely tires of it or tolerates interruptions, unless they have to do with his ambitions to overthrow Doom and take control of Battleworld. Far from the eyes of Doomstadt, he plots endlessly for this.

Some of the downtrodden have formed a group called the Rebels, which works to overthrow the baron. The Maestro sometimes poses as Odin and roams the wastes of Greenland, hoping that some of the people he's banished—or who escaped—might take him in and reveal their secrets. He does this because he wants them to help him overthrow Doom.

At one point, the Maestro found the Rebels and led them into the Norseheim section of Doomstadt in search of the Destroyer armor. He fell prey to a trap that Doom set for him and was supposed to be stuck there till he died. However, Doom later freed him so that he could return to be the baron of Dystopia.

NOTABLE PEOPLE

Rebels

- ▶ **Janis Jones:** Granddaughter of Rick Jones and Marlo Chandler.
- ▶ **Layla Miller:** Works as one of the Dogs of War but is part of a group of them that sides with the Rebels. Her robot dog is named Jamie.
- ▶ **Ruby Summers:** The daughter of Emma Frost and Scott Summers. Her body is made of ruby quartz, and she can fire blasts of black force from her eyes.
- ▶ **Skooter:** Rebel who can teleport himself and others.
- ▶ **Slider:** Rebel with the ability to read minds.
- ▶ **Thing (Thunderbolt Ross):** Exposed to cosmic rays on an early spaceflight for the U.S. Army, Ross became the Thing, leader of the Rebels.

Villains

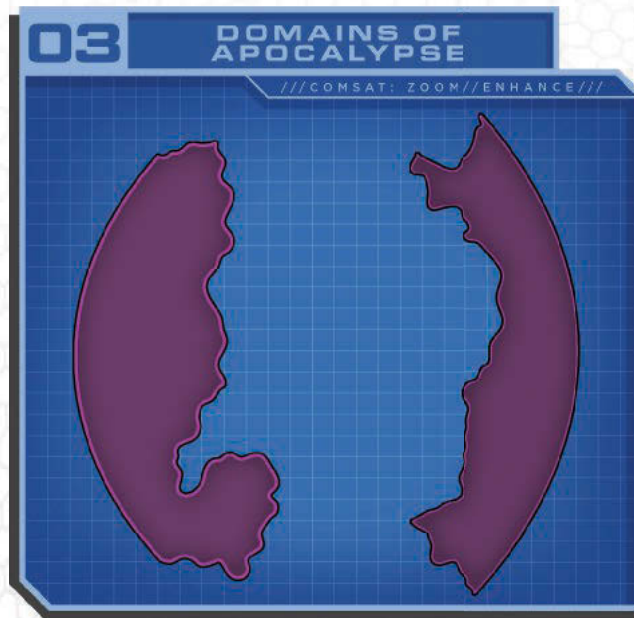
- ▶ **Dogs of War:** Soldiers who ride large robotic dogs that can capture targets in their jaws and come when their rider calls.
- ▶ **Gravity Police:** The organization that enforces the Maestro's will.
- ▶ **Maestro:** The future version of Bruce Banner; also the baron of the domain.

IMPORTANT LOCATIONS

- ▶ **The Green Castle:** The Maestro's home, from which he rules over Dystopia. It features soaring, futuristic architecture, and much of it glows green. It has detention cells in the basement, and the bodies of the people questioned there are usually dumped out the back of the building.
- ▶ **The Hideaway:** The underground hideout of the Rebels. A massive series of passages in which they live and try to evade the Maestro's roving eyes.
- ▶ **The Trophy Room:** The Maestro keeps a trophy room in the Green Castle, locked in a vault. It contains mementos of many of his victories.

ADVENTURE HOOKS

- ▶ The heroes get their hands on a device that consumes gamma rays. They could use it to turn the Maestro back into Bruce Banner—permanently—if they can get close enough. Does the device work as promised? Or is it a trap designed to get the heroes to reveal themselves? Even if they get it to work, what then? Do they try to take over as the new baron, or does someone even worse get installed in the Maestro's place?
- ▶ The Red King of Greenland wants to rule the entire continent, so he quietly puts a price on the Maestro's head. If the heroes approach him, he offers to provide them with a strike team of Hulks to help their efforts. Do they really have a chance? Or is this just a way for the Red King to get rid of some Hulks who might come after his throne instead? And if they succeed, might the Red King renege on his promises?



Source: Earth-51518

Baron: Apocalypse

Thor: Thor (Ti Asha Ra), a female Korbinite

DANGER

4

LOYALTY

1T

This domain was originally several domains, each ruled by one of the Horsemen, but Apocalypse annexed them, putting all under his command. Sebastian Shaw and Namor died in an early battle with the X-Men before Apocalypse annexed their domains. Three years into the existence of Battleworld, Doom put a stop to Apocalypse's ambitions, forbidding the barons of any domain from attacking or annexing another.

This is a large domain that lies south of the Northern Sea, west of Mutopia and the Wastelands, north of Limbo and east of Egyptia and Technopolis. Many of those who wish to escape Apocalypse's tyranny flee to the Savage Land Sanctuary in the southern part of the domain, where dinosaurs and saber-toothed tigers still roam the jungle. There, Humans and mutants live and work together, many having fled there after human rights were abolished five years into Battleworld and the X-Men were driven out of their mansion six years in.

Apocalypse reigns in New Cairo, home to his Horsemen and their underlings. This includes the Elite Mutant Force, a team of groups of mutant siblings, led by the Prelates known as the Summers Brothers: Scott (Cyclops) and Alex (Havok).

Mutants stand above all in New Cairo, while humans are relegated to the Flatscan Ghetto. Sheriff Carol Danvers is the law in the ghettos, and Dr. Peter Corbeau serves as the official liaison between Apocalypse and the humans who live there.

In Battleworld's final weeks, Holocaust led Apocalypse's Infinite Soldiers to the Savage Land to destroy the humans. Many of the X-Men died in the battle, as did Holocaust. The blast from his death destroyed 2,000 square miles.

Soon after, the Horsemen learned that the humans had gotten hold of a canister of the Legacy Virus, which could

kill all mutants exposed to it. Doctor Nemesis had created it, and when Apocalypse obtained it, he opened it to see who among them would survive. He was one of its first victims.

Nemesis—who had absorbed the powers of over three hundred mutants—called for the mutants on both sides to follow him, claiming that they could overthrow Doom. Instead, they joined forces against him and defeated him by restoring the powers of Jean Grey, who then used the Phoenix Force to eliminate the mutant gene from everyone in the domain.

Despite this, Doom later brought Apocalypse and his Four Horsemen back to life so they could once more rule the domain and assist him in defending Doomstadt in Battleworld's final days.

NOTABLE PEOPLE

X-Men

- ▶ Blink (Clarice Ferguson)
- ▶ Boom-Boom (Tabitha Smith)
- ▶ Burner (Adam Summers/Neramani)
- ▶ Colossus (Piotr Rasputin)
- ▶ Cypher (Doug Ramsey)
- ▶ Dazzler (Alison Blaire)
- ▶ Emma Frost
- ▶ Exodus (Paris Bennet)
- ▶ Iceman (Bobby Drake)
- ▶ Magneto (Erik Lehnsherr)
- ▶ Nightcrawler (Kurt Darkhölme)
- ▶ Rogue (Anna Marie)
- ▶ Storm (Ororo Munroe)
- ▶ Weapon X (Logan, missing his left hand)

Villains

- ▶ Apocalypse (En Sabah Nur)
- ▶ Dark Beast (Henry McCoy)
- ▶ Doctor Nemesis (James Bradley)
- ▶ Wild Child (Kyle Gibney)

Horsemen

- ▶ Abyss (Nils Styger)
- ▶ Holocaust (William Rolfson)
- ▶ Mister Sinister (Nathaniel Essex)
- ▶ Sabretooth (Victor Creed)

Elite Mutant Force

- ▶ Alex Summers (Havok)
- ▶ Davis Cameron (Slipstream)
- ▶ Elizabeth Guthrie (Amazon)
- ▶ Heather Cameron (Lifeguard)
- ▶ Joshua Guthrie (Icarus)
- ▶ Paige Guthrie (Husk)
- ▶ Sam Guthrie (Cannonball)
- ▶ Scott Summers (Cyclops)

Others

- ▶ Angel (Warren Worthington III)
- ▶ Dr. Peter Corbeau
- ▶ Jean Grey (her powers surgically removed)
- ▶ Matt Murdock (working as a human lie detector)
- ▶ Sheriff Carol Danvers

IMPORTANT LOCATIONS

- ▶ **The Bio-Labs:** The New Cairo installation where the Dark Beast and Doctor Nemesis work. Nemesis also has a secret lab of his own inside it.
- ▶ **The Council Chamber of the Four Horsemen:** Where Apocalypse's lieutenants meet and plot.
- ▶ **Flatscan Ghetto:** Also called the Human Communal Village, the rundown part of New Cairo where the humans live.
- ▶ **Heaven:** A private nightclub in New Cairo, run by Angel. Jean Grey works there too.
- ▶ **New Cairo:** The capital city, a dark version of New York City with a different name.
- ▶ **Savage Land Sanctuary:** A jungle in the southern part of the domain, where mutants and some humans live together.
- ▶ **The Throne Chamber of Apocalypse:** Where he rules and holds court atop piles of human skeletons.
- ▶ **Westchester:** A district that includes the underground headquarters of the X-Men, as well as their former home, Graymalkin—the now-destroyed X-Mansion.

ADVENTURE HOOKS

- ▶ Although the threat of the Legacy Virus was ended in this domain, that doesn't mean it couldn't affect the mutants in another. The heroes must break into Doctor Nemesis' secret lab and steal some of the virus so they can use it—or at least threaten to use it—against the mutants of another domain. Are there any samples left? Would the heroes really be willing to use it, knowing how many mutants it could kill? Or is this all a trap?
- ▶ The heroes learn that Jean Grey once wielded the power of the Phoenix Force. If they can break her out of the domain and get her to someone who can restore her mutant abilities, they would gain a powerful ally. Can they find her and convince her to come with them? Who could help them restore her abilities? What might Doom do the moment he feels someone as powerful as the Phoenix emerge in any of the domains?



Source: Earth-51910

Baron: Khonshu

Thor: Unknown

DANGER	LOYALTY
3	1T

This domain is set in the time of ancient Egypt, and it is split into two regions: the Lower Kingdom (to the north, nearest the ocean) and the Upper Kingdom (to the south, toward the upper reaches of the Nile).

Khonshu ruled the Lower Kingdom and used mutants for slave labor to build pyramids in her honor. Her Moon Knights—who were normally regular humans—served as her elite lieutenants, keeping both the human and mutant populace in line and enforcing a strict curfew from dusk to dawn. They wore a moon tattoo over their right eye. This marked their loyalty to Khonshu, but it also symbolized the fact that they were secretly werewolves.

Khonshu believes that she honors the power of the mutants by allowing them to serve her, but they still work to rebel against her. A group of X-Men tried to assassinate her, but she stopped them and marked them as she did her Moon Knights, transforming them into werewolves.

Meanwhile, the Upper Kingdom was ruled by Panther-Man, the representative of the goddess Bast. This region was drawn from the remnants of Wakanda but of the same era as the Lower Kingdom. The Temple City of Zenn-La sits here—at least, until Galactus finds it.

In addition to their other gods, some people in Egyptia worship the Man in the Sun (Johnny Storm), singing songs to him as if he was Amon-Ra, the Egyptian god of the sun.

In the final weeks of Battleworld, Maximus Boltagon—calling himself the Prophet—came through Egyptia and instigated a successful rebellion against the ruling gods. He then drove the people toward Doomstadt to confront Doom.

NOTABLE PEOPLE

Heroes

- ▶ Archangel (Warren Worthington III)
- ▶ Colossus (Piotr Rasputin)
- ▶ Juggernaut (Cain Marko)
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Shadowcat (Kitty Pryde)
- ▶ Silver Surfer (Norin Radd)
- ▶ Wolverine (Logan)

Villains

- ▶ **Fin Fang Foom, Eater-of-a-Thousand:** Appears like a gigantic crocodile rather than a dragon.
- ▶ **Galactus:** A starving land-bound giant.
- ▶ **Khonshu:** A female version of the god.
- ▶ **Spector:** Marc Spector, a Moon Knight.

IMPORTANT LOCATIONS

The Nile

- ▶ A wide river that runs from the Upper Kingdom through the Lower Kingdom to the sea.

The Lower Kingdom

- ▶ **Men-Nefer:** The capital of the Lower Kingdom, a city that sits on the western bank of the Nile.
- ▶ **The Pyramids:** Icons to Khonshu, being built by mutants.
- ▶ **The Temple of Khonshu:** The home of Khonshu and the Moon Knights.
- ▶ **Worker Prison:** Where the mutants are kept at night, on the south side of Men-Nefer.

The Upper Kingdom

- ▶ **The Temple City of Zenn-La:** The home of the Silver Surfer, in the southernmost section. Eventually destroyed by Galactus.

ADVENTURE HOOKS

- ▶ The heroes are part of a cult for Amon-Ra, the sun god of Egyptia who resents the power that Khonshu and Panther-Man have in the domain. He claims that he can bring the power of the Phoenix to one of them, if they can just procure for him the staff of Khonshu, which he says she stole from him. Will he honor the bargain? Does he have the power to do so?
- ▶ The mutants have a legend of a leader who will come to free them all: Apocalypse. Unfortunately, there doesn't seem to be an Apocalypse in this domain. Might the heroes be able to bring another Apocalypse—or at least someone who could pass for him—from someplace else? And if they do, what happens if the real one shows up?
- ▶ For a full adventure, look for the *Free RPG Day 2026: Marvel Multiverse Role-Playing Game* comic adventure, which features an adventure set in Egyptia.

EGYPTIA

BATTLEWORLD DOMAIN 4

NORTHERN SEA

City of Men-Nefer

Docks

Temple of Khonshu

[LOWER KINGDOM]

Prison

• Territory of
Fin Fang Foom
EATER OF A THOUSAND

[UPPER KINGDOM]

Canyon Wall

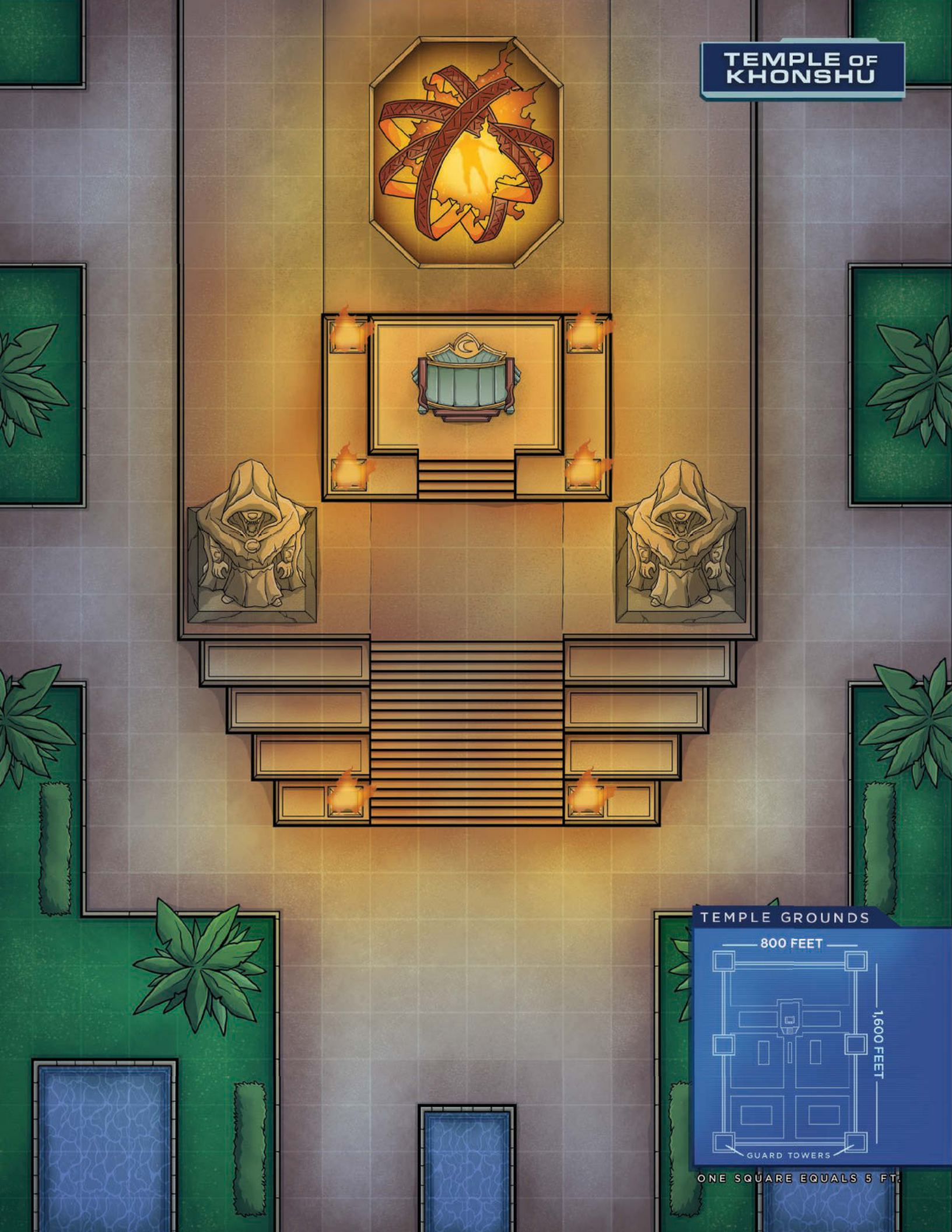
Temple City of Zenn-La

BATTLEWORLD DOMAIN 3
DOMAIN OF
APOCALYPSE

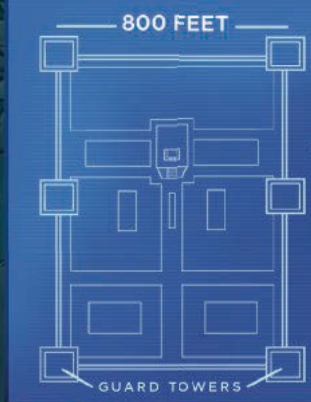
BATTLEWORLD DOMAIN 5
VALLEY OF
DOOM

BATTLEWORLD DOMAIN 5
TECHNOPOLIS

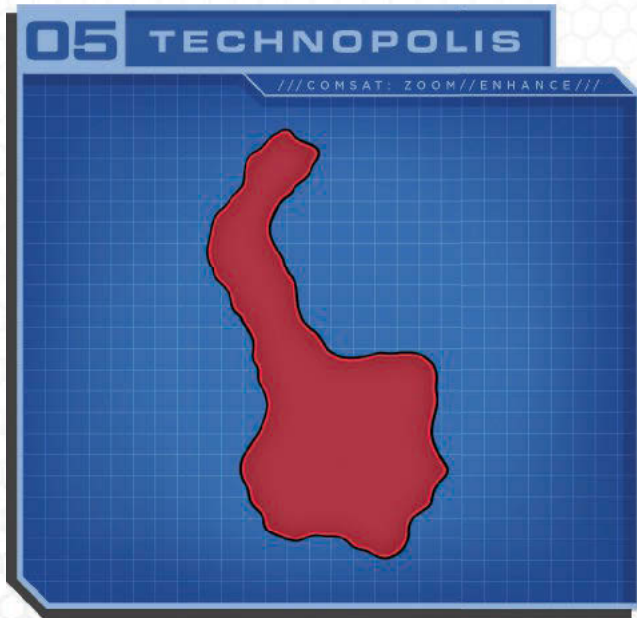
TEMPLE OF KHONSHU



TEMPLE GROUNDS



ONE SQUARE EQUALS 5 FT.



Source: Earth-12311

Baron: Iron Man (Tony Stark)

Thor: Grand Marshal James Rhodes (Thor Machine), later Lila Rhodes

DANGER

4

LOYALTY

1T

The release of a lethal virus requires everyone in this future-Manhattan-style domain to wear a battle suit to protect themselves from catching the disease. No one can remember a time before this was true, although they know that Howard Stark bequeathed leadership of the domain to his older son, Tony, and set him in constant conflict with Tony's younger brother, Arno. During that time, Technopolis became a noirish domain oozing with futuristic tech.

The truth is that Howard Stark released the virus as a way to sell armor, but it was far more deadly and effective than he'd suspected. To cover his crime, each suit of armor features an inhibitor that prevents people from remembering details from the past and looking at the cause of the virus. Tony killed people to keep the truth from getting out, including family friend Rumiko Fujikawa and her husband, as well as *Daily Bugle* reporter Ben Urich and, later, his nephew Spyder-Man (Peter Urich), who had been dating Fujikawa's daughter Kiri Oshiro.

Spyder-Man's armor had been infected with a technological virus that gave him super-powers similar to those of Spider-Man (Peter Parker) and overrode his armor's neural inhibitor. Thor Machine investigated his death and learned the truth. When he confronted Tony, Tony froze his armor and that of everyone else in the Hall of Order and Law. He then revealed that he and Arno had struck a temporary alliance to stop—and kill—Rhodes.

Kiri Oshiro and Lila Rhodes rode gigantic battle suits into battle with Tony and Arno and defeated them. With them down, the Thor Corps arrived to take them to Doom for

judgment. Oshiro became the new baron, Lila took over as the domain's Thor, and Happy Hogan was promoted to marshal.

All natives of Technopolis have the High Tech: Battle Suit origin and the Environmental Protection power, although some have the Special Training origin as well. Other origins are incredibly rare.

Anyone who enters Technopolis is subject to the virus, which is fatal after an hour of exposure. However, those with the Environmental Protection or Healing Factor powers are immune to it.

NOTABLE PEOPLE

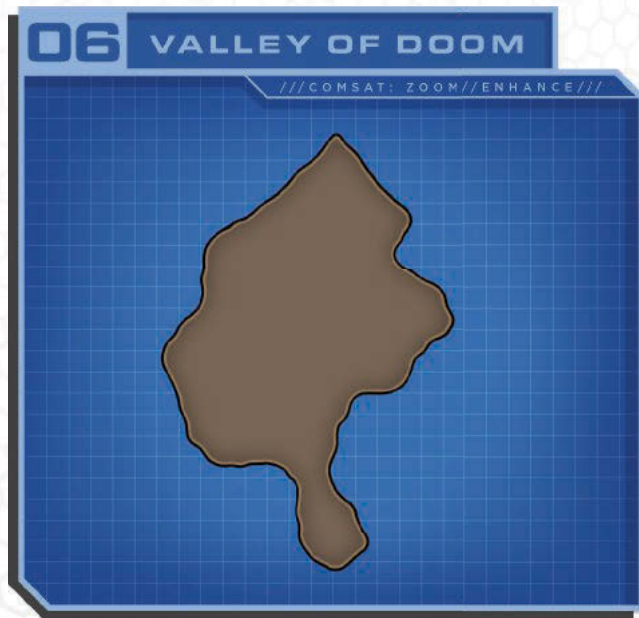
- ▶ **Amadeus Cho:** Forensic technology investigator.
- ▶ **Arno Stark:** Tony's brother and supposed rival.
- ▶ **Dr. Anthony Druid:** Medical examiner.
- ▶ **Happy Hogan:** Deputy marshal under Rhodes.
- ▶ **Kingpin (Wilson Fisk):** Criminal overlord secretly working with both Starks.
- ▶ **Kiri Oshiro:** Owner of Mobairu Yōsai Mechanics.
- ▶ **Lila Rhodes:** James Rhodes' niece. Oshiro's best friend.
- ▶ **Pepper Stark:** Tony's wife.
- ▶ **Spyder-Man (Peter Urich):** Vigilante
- ▶ **Stingray (Walter Newell):** Assassin working for Arno.
- ▶ **Tony Stark:** Baron of Technopolis.

IMPORTANT LOCATIONS

- ▶ **Fisk Industries:** The Kingpin's headquarters.
- ▶ **Hall of Order and Law:** The domain's police headquarters, also known as Law Central or the Hall of Justice.
- ▶ **Mobairu Yōsai Mechanics:** One of the few high-tech companies not owned by a Stark.
- ▶ **Stark Tower:** Also known as the Baron's Castle.

ADVENTURE HOOKS

- ▶ Someone with a healing factor (which could be one of the heroes or simply someone they know) comes to the domain from outside it. Once Baron Stark learns about them, he orders a hunt for this person, claiming that he would like to study them to see if he can replicate their power and free everyone from their armor. Does he actually want to repair the damage his father did? Or does he want to find the person and remove or kill them to prevent any threat to his chokehold on his citizens?
- ▶ Baron Oshiro decides to free the people of Technopolis from the influence of their neural inhibitors. This allows them to remember farther back and start asking questions about the nature of the domain and Battleworld itself. Some people even start questioning Doom as god. But suddenly, that stops. Did Doom alter the armor to restart the neural inhibitors? If so, how many times has this happened? Did the baron do this herself to keep her people safe from Doom? Or is someone else trying to influence Technopolis, and if so, what else might they inflict on the citizens of the domain with the neural inhibitor?



Source: Earth-51920

Baron: Governor Roxxon

Thor: Rawhide Kid (Johnny Clay)

DANGER	LOYALTY
2	1E

The Valley of Doom sits south of Egyptia and the Northern Sea, west of King James' England and the Regency, north of the Inner Sea and east of Technopolis. In this rustic domain, it's around the year 1872 in the frontier town of Timely, New Mexico. The residents know little about Doom. He's a distant authority, as is the baron of the domain, Governor Roxxon, who only communicates with the town via telegraph and by sending in enforcers when needed.

When silver and gold were found in the mountains north of this area, the people of the territory rushed here, and the raucous town of Timely sprang up. Wilson Fisk pacified the town and installed himself as the mayor.

Steve Rogers serves as the stubborn sheriff, enforcing the law. Bucky Barnes was his deputy—until he was murdered under mysterious circumstances, widowing his wife, Natasha. Marshal George Stacy died in much the same way.

Tony Stark used to make guns, like the Stark Repeating Rifle, which helped the Union win the Civil War, but he now spends his days drinking away his guilt over all the deaths his weapons caused. Bruce Banner serves as the local apothecary, selling medicine to the locals. Reporter Ben Urich used to write the truth about what was happening in town—until Fisk threatened his wife. Foggy Nelson is the town's judge, but Fisk bends him to his will with threats of violence.

No one native to this domain exhibits any kind of powers. The only origins they have are Special Training and High Tech (for the era), although Weird Science might work as well.

Even in Attilan by the Sea, a city to the north of Timely, the Inhumans who live there have no super-powers. The Royal



Art by Marc Laming & Jordan Boyd

Family rules them, but they have no access to the Terrigen Mists to transform their latent super-genes.

At one point, Janet Van Dyne got involved with a plot to overthrow Governor Roxxon, alongside Ringmaster, Jack of Hearts, Madame Masque and Namor McKenzie, but it went wrong fast. She was sent to patrol the Shield. Later, she saw her lover, Hank Pym, sent over the Shield for smuggling adamantium into the domain for use in his clockwork man (Ultron).

Sometime later, before the end of Battleworld, Red Wolf came to town to blow up Roxxon's dam on the Kirby River and restore water to his people. Sheriff Rogers stopped Fisk's men (including Crossbones and Turk Barrett) from lynching Red Wolf, but soon after, Governor Roxxon sent in Bullseye, Elektra, Grizzly and Octavius, killing Rogers. Stark built a crude Iron Man battle suit to fight them alongside Red Wolf and Carol Danvers, while Banner and Natasha Barnes fought past Simon Williams and other Roxxon employees to get to the dam.

When everything was over, Fisk and his men—and Roxxon's—lay dead, and Banner had seemingly given his life to blow up the dam. Carol Danvers became the new mayor, and Red Wolf took over as the sheriff. Wade Wilson (Deadpool) and Preacher Frank Castle (Punisher) roamed the plains, meting out vigilante justice, while Stark, Barnes, Red Wolf and Luke Cage worked to avenge Rogers within the law.

NOTABLE PEOPLE

Heroes

- ▶ Bruce Banner (Hulk)
- ▶ Carol Danvers (Captain Marvel)
- ▶ Hank Pym (Giant-Man)
- ▶ Janet Van Dyne (Wasp)
- ▶ Natasha Barnes
- ▶ Red Wolf
- ▶ Sheriff Steve Rogers (Captain America)
- ▶ Tony Stark (Iron Man)

Villains

- ▶ Bullseye (Lester)
- ▶ Crossbones (Brock Rumlow)
- ▶ Elektra (Elektra Natchios)
- ▶ Grizzly (Maxwell Markham)
- ▶ Mayor Wilson Fisk (Kingpin)
- ▶ Otto Octavius (Doctor Octopus)
- ▶ Simon Williams (Wonder Man)
- ▶ Turk Barrett

Vigilantes

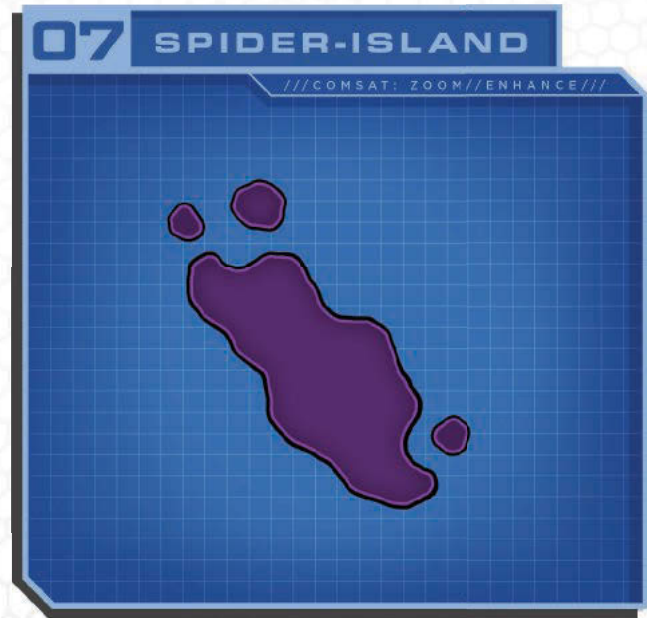
- ▶ Preacher Frank Castle (Punisher)
- ▶ Wade Wilson (Deadpool)

IMPORTANT LOCATIONS

- ▶ **Attilan by the Sea:** An Inhuman city located on the domain's northern coast.
- ▶ **Fisk's Saloon:** A drinking and gambling establishment in Timely.
- ▶ **Kirby River:** A river that passes just east of Timely after tumbling past the Savage Mountain.
- ▶ **Native Territories:** Where the Native Americans of the region live, south of Timely.
- ▶ **Roxxon Dam:** A dam near Timely that diverts the Kirby River to serve mining interests in the region, keeping it from flowing into the Native Territories.
- ▶ **Savage Mountain:** A mountain northeast of Timely.
- ▶ **Sheriff's Office:** Where Sheriff Rogers works and keeps prisoners.
- ▶ **T. Stark Enterprises:** Where Tony Stark builds things.
- ▶ **Timely:** A town in the center of the domain's desert.
- ▶ **Timely Train Station:** The stop for the lone rail line that passes through Timely.
- ▶ **Vision of the Future:** A coin-operated machine, located in front of T. Stark Enterprises, that gives the user a printed fortune.

ADVENTURE HOOKS

- ▶ Roxxon sends Johann Schmidt to take over as mayor, and he demands a new election and does everything he can to rig it, including stuffing the ballot box with forged ballots. When that doesn't work, he decides to take over by force, having his Hydra henchmen overwhelm the town. How can the heroes stop him? What can they do to get Governor Roxxon to stop sending enforcers to back him up?
- ▶ The people working for Roxxon discover Terrigen crystals in the mine outside of Timely, and the governor plans to unleash the strange mists from the crystals on Attilan by the Sea to create super-powered people he believes he can control. Can the heroes stop this evil plan? Do the people of Attilan help them or fight against them? What happens if Roxxon succeeds?



Source: Earth-19919

Baron: Spider-Queen, later Spider-Man (Peter Parker)

Thor: Unknown

DANGER	LOYALTY
3	—

Spider-Island sits on an island in the Northern Sea, just off the coast of the Valley of Doom and King James' England. In this version of Manhattan, the Spider-Queen's plot to take over the city with a Spider-Virus that transforms victims into spider-people succeeded. It worked because this version of the virus affects those with super-powers, turning anyone who didn't already have a symbiote or spider-powers (or wasn't synthetic) into spider-people that can be controlled as part of the Spider-Queen's hive mind.

The Spider-Queen commands nearly everyone in the domain, and she and her minions are on the constant lookout for anyone who has escaped her influence.

The few remaining heroes discovered that people who gain certain new origins can throw off the Spider-Queen's control. They changed Captain America (Steve Rogers) into a werewolf (like Man-Wolf), Captain Marvel (Carol Danvers) into a living vampire (like Morbius) and Hulk (Bruce Banner) into a reptilian (like the Lizard), and they used the Green Goblin's serum on Tony Stark (Iron Man), turning him into the Iron Goblin. They also reverted Stegron to his dinosaur-man state with a second dose of the formula that originally transformed him.

In this way, the heroes managed to rally against the Spider-Queen and bring her down, although at the cost of both Flash Thompson and the Venom symbiote. Afterward, Spider-Man (Peter Parker) became the baron of the domain. The people who'd been transformed had the choice to remain spider-people (with the hive mind gone) or to be transformed into a living vampire, a reptilian, a werewolf, a dinosaur person or a bird person.

NOTABLE PEOPLE

Heroes

- ▶ Agent Venom (Flash Thompson)
- ▶ Spider-Woman (Jessica Drew)
- ▶ Stegron (Vincent Stegron)
- ▶ Vision
- ▶ Werewolf by Night (Jack Russell)

Villains

- ▶ Spider-Queen (Adriana Soria)

IMPORTANT LOCATIONS

- ▶ **Avengers Mansion:** The heroes hide from the Spider-Queen in subbasement 3.
- ▶ **Horizon Labs:** An abandoned facility where the heroes find some of the things they need to give former heroes new origins that overwrite the effects of the Spider-Virus.
- ▶ **Queen's Castle:** Formerly Avengers Tower, now the headquarters and throne room of the Spider-Queen.
- ▶ **S.H.I.E.L.D. Safe House:** An abandoned underground headquarters where the heroes hide from the Spider-Queen.

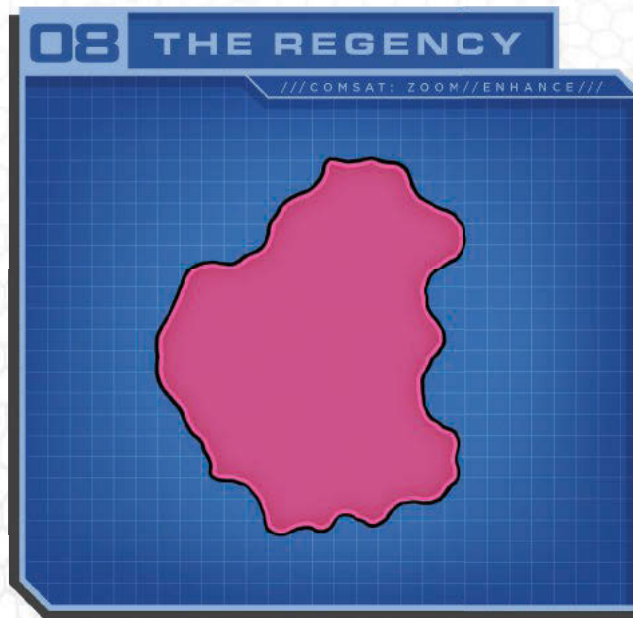
ADVENTURE HOOKS

- ▶ The Spider-Queen is no longer content with ruling over her domain and sets her eyes on other shores. She sends some of her spider-people into Egyptia, the Valley of Doom and King James' England, looking to quietly extend her influence. She likes to start with unpowered people and move her way up. Can the heroes spot this and stop her? Or would they prefer to ally with her, using her hive mind as a way to communicate around Battleworld? Doom would like to end this problem without sending in the Thors, but the moment the denizens start turning into mutated spider-people, he has no choice.
- ▶ After the Spider-Queen is gone, Spider-Man learns more about the nature of Battleworld and does not like it. He is happy to help any efforts at rebellion, as long as it doesn't bring Doom's wrath down on his domain. Since everyone here has powers, they have a lot of people who can help. But will they work alongside the heroes in good faith? Or might they betray them at the first sign of trouble?



BARON: SPIDER-QUEEN

Art by Paco Diaz & Frank D'Armata



Source: Earth-18119

Baron: Regent (Augustus Roman)

Thor: Unknown

DANGER

2

LOYALTY

1E

Augustus Roman—C.E.O. of Empire Unlimited—set out on a scheme to absorb the powers of all of the domain's super-powered people, killing them in the process. In short order, he managed to take down almost all of them, with the notable exception of Spider-Man (Peter Parker), who went into hiding after saving his wife (Mary Jane Parker) and young daughter (Annie Parker) from Venom (Eddie Brock).

Doom appointed Regent as the baron of this domain, but Regent kept knowledge of the God Emperor—and even of Battleworld itself—from everyone here. The people believed that Regent ran the world (such as it was), using technology-based villains as the enforcers for his authoritarian rule, which strictly controlled all media and technology. He also improved the technology in the domain, making flying cars common, for instance.

Regent planned to eventually take on Doom for control of Battleworld, but he wanted to gain the Spider-Sense power first so he would be able to anticipate Doom's attacks. Parker finally came out of hiding to protect his daughter—who had inherited his powers—when she was 8 years old. The Parkers and the remnants of S.H.I.E.L.D. managed to bring Roman down, but his replacement as baron (if any) is unknown.

NOTABLE PEOPLE

Heroes

- ▶ Amp (Annie Parker)
- ▶ Dagger (Tandy Bowen)
- ▶ Hawkeye (Clint Barton)

- ▶ Mockingbird (Bobbi Morse)
- ▶ Prowler (Hobie Brown)
- ▶ Sandman (Flint Marko)
- ▶ Spider-Man (Peter Parker)

Villains

- ▶ Beetle (Janice Lincoln)
- ▶ Boomerang (Fred Myers)
- ▶ Doctor Octopus (Otto Octavius)
- ▶ Hobgoblin (Roderick Kingsley)
- ▶ Kraven the Hunter (Sergei Kravinoff)
- ▶ Mysterio (Quentin Beck)
- ▶ Regent (Augustus Roman)
- ▶ Rhino (Aleksei Sytsevich)
- ▶ Shocker (Herman Schultz)
- ▶ Vulture (Adrian Toomes)

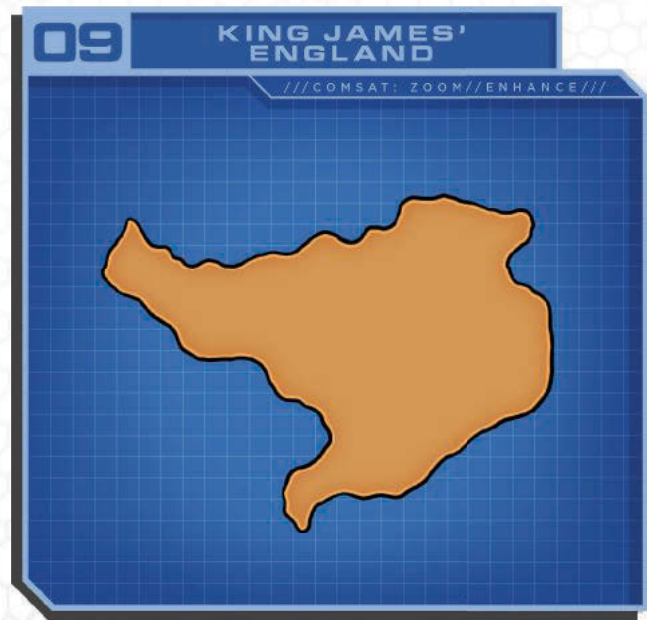
ADVENTURE HOOKS

- ▶ The heroes have been working with an underground remnant of S.H.I.E.L.D. that knows of Battleworld and is using the Regency as a base of operations, protected as it is from the rest of the world. They must either be deep underground or have origins that Regent's people cannot scan for, like High Tech or Special Training. They rely on the baron to unwittingly protect them from people from other domains, but they must do their best to never blow their cover. Are they from here originally, or did they somehow sneak in? What do they do if one or more of them is found out?
- ▶ The heroes are official operatives for Regent, working for Empire Unlimited to locate and capture super-powered people, including new mutants that come into their abilities. In secret, they work against Regent, acting as the sand in the gears and waiting for the moment that they find a person with the right powers to help them stop him. What happens if one of their friends or family members becomes a target? Might there be a mole in their team? Does Regent even care what they're plotting as long as they keep bringing him people with powers?



BARON: REGENT

Art by Adam Kubert & Justin Ponsor



Source: Earth-311

Baron: King James Howlett, later King Charles I (Charles Javier)

Thor: Unknown

DANGER	LOYALTY
2	1T

In this domain, it is early in the seventeenth century. It sits on the southern shore of the Northern Sea, with Utopolis to the east, K'un-Lun to the south and the Regency and the Valley of Doom to the west.

The Punisher Sheriff enforces the law throughout the land. Often far from the king's eye, he's known to abuse his position. Those who incur his greatest ire—like the swashbuckling thief known as the Arrowhead—are sent to patrol the Shield.

Meanwhile, mutants—known as Witchbreeds—are outlawed and executed. Angela and Serah are Witch Hunters, charged by Doom to hunt down and destroy Witchbreeds.

After killing King James himself for being a Witchbreed, the Witch Hunters turned their attention to Demoniacs or Faustians, people who gain powers by making deals with demons. Once they killed three Faustians, the Enchantress killed Serah in revenge. However, Serah remained alive as a skull that could still speak to Angela.

The two realized that the source of the Faustians was the playwright Kit Marlowe, who'd been spinning tales of such creatures—as he does in *Doctor Faustus*—on behalf of the Enchantress. They confronted the Enchantress in the Faerie Realm, and she tried to tempt Angela into going away. Instead, Angela killed her and became Faustia, the new faerie queen.

With her new powers, Angela restored Serah to life and sent her back to the regular world. Bereft, Serah captured Marlowe and had Shakespeare use his blood to write *A Midsummer Night's Dream*, immortalizing Angela in a play presented by the Gardiner's Men.

NOTABLE PEOPLE

- ▶ Angela, Witch Hunter (later, Faustia)
- ▶ Anna Marie (a Faustian/Rogue)
- ▶ Arrowhead (Lady Katherine of Bishop/Kate Bishop)
- ▶ Benjamin Urich (reporter)
- ▶ Billy Kaplan (Wiccan)
- ▶ Captain James Barnes (of Clan Buchanan, a Faustian/Winter Soldier)
- ▶ Edwin Brocc (a Faustian/Venom)
- ▶ Enchantress
- ▶ King Charles I (Professor X)
- ▶ King James Howlett (Wolverine)
- ▶ Kit Marlowe (poet and playwright)
- ▶ Lord Essex (Mister Sinister, the king's left hand)
- ▶ Punisher Sheriff (Frank Castle)
- ▶ Serah, Witch Hunter
- ▶ Teddy Altman (Hulkling, but human)
- ▶ William Shakespeare (poet and playwright)

THE GARDINER'S MEN

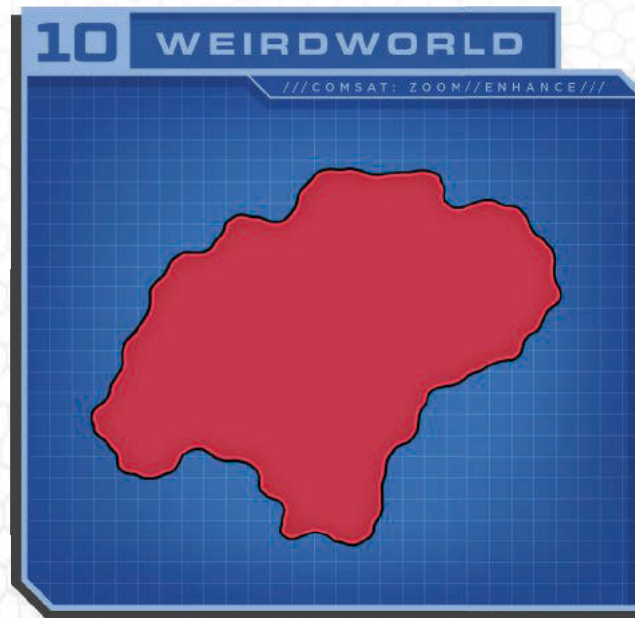
- ▶ Aroughcun (Rocket Raccoon)
- ▶ Artur Dübghlas (Drax the Destroyer)
- ▶ Goodman Root (Groot)
- ▶ Madam Gommorah (Gamora)
- ▶ Peader O'Cuill (Star-Lord)

IMPORTANT LOCATIONS

- ▶ **Castle Caldecote, Cumberland:** Where Anna Marie is held.
- ▶ **Faerie:** A fantastic realm where the Enchantress lives as the Faerie Queen.
- ▶ **God Doom's Cathedral:** A gothic church.
- ▶ **Mermaid Tavern:** A pub in London, favored by William Shakespeare and Christopher Marlowe.
- ▶ **Windsor Castle:** The official home of the king.
- ▶ **York:** Human versions of Asgardian gods live here.

ADVENTURE HOOKS

- ▶ The Witch Hunters suspect that other Witchbreed may be lurking among the royal court. King Charles attempts to allay their suspicions, but they are determined to learn the truth. Can the heroes help them in this effort by sneaking into Windsor Castle? If they discover the truth, should they tell the Witch Hunters? Or might they keep the information to themselves?
- ▶ Some of the heroes' team are, in fact, Witchbreed, so they must hide their special talents from witnesses to avoid drawing the attention of the Witch Hunters. To what lengths are they willing to go to keep the scandalous truth from becoming known? Would they kill a Witch Hunter in self-defense? Or might they decide to flee, even though the neighboring lands are mysterious and unknown? If so, where might they go?



Source: Earth-15238

Baron: Witch Queen Morgan Le Fay

Thor: Unknown

DANGER

LOYALTY

4

—

When creating Battleworld, Doom tossed a number of magical places into this domain, including Crystalium, Polemachus and the first Weirldworld, all of which existed on planes adjacent to that of Earth. He made Morgan Le Fay the baron of Weirldworld, and she gave herself the title of Witch Queen.

Weirldworld sits on the eastern shore of the Inner Sea, south of K'un-Lun and Utopolis, west of Higher Avalon and New Mars, and north of Arachnia and Marville. The most important parts of it were fashioned into a floating island that hovered in the domain's sky. Gravity worked strangely on it so that whether you stood on the top of the island or the bottom, it always felt like you were standing upright.

The Witch Queen rules the Kingdom of the Torch and has many servants, the bulk of whom are ogres. As her soldiers, the ogres ride armored rhinos and fire guns called riprods, along with rocket shells from launchers. They fear her cruelty—which is legendary—and her much stronger force of Magma Men.

Arkon of Polemachus—conquering king of his homeland—awakened lost and hunted for his home across the top of Weirldworld, never realizing that it had been built into the island's underside instead. During his quest, he tried to make a map of the place, but as he later learned, the locations on the map could change without warning, with some disappearing and others growing out of nowhere, making the effort useless.

While trying to find Polemachus, Arkon tried to capture a dragon the Witch Queen coveted. For a while, he fought alongside Warbow, a crystal warrior from Crystalium, also home to the Magma Men. They stole Crystar's remains from the Witch Queen's castle, after which the pair parted. Furious, the Witch Queen sent Skull the Slayer after Arkon.



BARON: WITCH QUEEN MORGAN LE FAY

Art by Mike del Mundo

During their confrontation, Arkon and Skull fell into the Forest of the Man-Things. There they met the Swamp Queen, who changed Skull the Slayer into Skull the Redeemer by forcing him to face his fears. Eventually, they brought together all the free forces of Weirdworld to stand against the Witch Queen, including:

- ▶ Eyemazons
- ▶ Hawksquatches
- ▶ Manphibians
- ▶ Man-Wolves
- ▶ Savage Elves of Klarn

The final battle took place at the exact time of the destruction of Battleworld, though, which interrupted it. In the aftermath, Weirdworld survived as a continent on Earth in the Eighth Cosmos, accessible through the Bermuda Triangle.

NOTABLE PEOPLE

Heroes

- ▶ Arkon
- ▶ Crystar, Lord of the Crystallium
- ▶ Swamp Queen (Jennifer Kale)
- ▶ Warbow

Villains

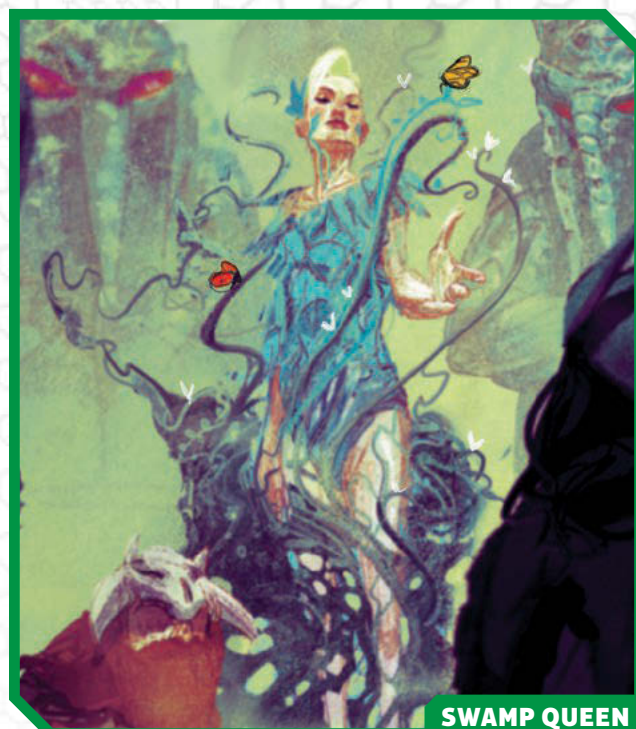
- ▶ Moltar (brother to Crystar and leader of the Magma Men)
- ▶ Morgan Le Fay
- ▶ Skull the Slayer (James Scully)

IMPORTANT LOCATIONS

- ▶ **Apelantis:** A series of connected underwater domes populated by intelligent apes.
- ▶ **Forest of the Man-Things:** A swamp with many Man-Things in it.
- ▶ **Swayin' Saloon:** A tavern high up in a set of bridges, where a warrior can grab a drink.
- ▶ **Temple of the Manticore:** A stone monument that looks like the Sphinx, but with wings. Here an elderly wizard guards the Totem of the Manticore—part of the Scepter of the Manticore.
- ▶ **Witch Queen's Castle:** It sits in the center of a river of lava.

ADVENTURE HOOKS

- ▶ The remains of other crystal warriors are supposedly scattered about Weirdworld, waiting for someone to find and revive them. They include Kalibar, Stalax and Ika, and they could be anywhere. Can the heroes find their shattered remains and bring them back to life? If so, can they convince them to join the fight against Doom? Or is that sure to draw them into Weirdworld's internal conflict instead?
- ▶ Sorcerers in other realms often scavenge for ingredients for their rituals in Weirdworld, which can supply them with some of the oddest things. Baron Mordo of Killville wants the eye of a giant squidshark from the Pink River of Death and is willing to pay or do just about anything for it. Can the heroes even find the river? Can they defeat the giant squidshark? Or might they consider substituting something else, hoping that Mordo won't know? In any case, can they trust him to keep up his end of the bargain?



SWAMP QUEEN

Art by Mike del Mundo

11

K'UN-LUN

///COMSAT: ZOOM//ENHANCE///

**Source:** Earth-13116**Baron:** Emperor Zheng Zu, then Emperor Shang-Chi**Thor:** Unknown**DANGER****LOYALTY**

3

—

The domain of K'un-Lun is rooted in the ancient mystic city located in a pocket dimension connected to Earth-616. It's a secluded place—a sprawling city surrounded by mountains—in which highly trained martial artists compete for power and prestige. Geographically, it sits on the north coast of the Inland Sea, with the Regency to the west, King James' England to the north, Utopolis to the east and Weirdworld to the southeast. Few people in this domain have powers.

In the distant past, a great war among the martial arts schools nearly destroyed K'un-Lun. In the end, only the masters of three schools were left standing: the Ten Rings, the Red Hand and the Iron Fist. When the master of the Red Hand sacrificed herself to save the master of the Iron Fist, the survivors stopped fighting. To prevent war from breaking out again, the masters of the two remaining schools decided to select the land's emperor by means of a trial by combat run through the Thirteen Chambers, a challenge set to take place every thirteen years.

Eventually, Zheng Zu of the Ten Rings became the emperor and held onto the title for over a hundred years. He despised weakness and persecuted mutants, keeping them from being trained in the use of their powers. During this time, his son—Shang-Chi—was exiled for murdering Lord Tuan, the master of the Iron Fist. He'd done this only to prevent Red Sai and the Red Hand from being destroyed for failing to commit the crime on Zheng Zu's orders, shouldering the dishonor himself.

Shang-Chi spent many years after that as a drunken outlaw before returning home just before the next Thirteen Chambers. A group known as the Lowest Caste—outcasts (much like the

**BARON: EMPEROR ZHENG ZU**

Art by Dalibor Talajić, Goran Sudžuka & Miroslav Mrva

Morlocks) who could not control their mutant powers—found him and rescued him from the Ten Rings, hoping he could train them. Callisto later betrayed him to the Ten Rings, causing Cy (Doug Ramsey) to die, and afterward, Shang-Chi finally agreed to train the Lowest Caste so he could compete in the Thirteen Chambers and defeat his father. Using many of the super-powered techniques of the Ten Rings—plus a new one he had learned during his exile—Shang-Chi defeated all opponents and became the new emperor and baron of K'un-Lun.

NOTABLE PEOPLE

- ▶ Ava (Ava Ayala, master of the Jade Tiger)
- ▶ Creed (female Sabretooth, master of the Tooth and Claw)
- ▶ Drew (Jessica Drew, master of the Spider Cult)
- ▶ Iron Fist (Danny Rand, the emperor's sheriff, master of the Iron Fist)
- ▶ Karnak (master of the House of Terrigen Mists)
- ▶ Lady Mandarin (Betsy Braddock, master of the Spirit Blades)
- ▶ Lord Namor (master of the Halls of Atlantis)
- ▶ Red Sai (Elektra Natchios, master of the Red Hand)
- ▶ Shang-Chi
- ▶ Spector (female Moon Knight, master of the Faces of the Moon)
- ▶ T'Challa (master of the Panther Clan)

Ten Rings

- ▶ Herald (Norrrin Radd/Silver Surfer)
- ▶ Laughing Skull (Tony Masters/Taskmaster)
- ▶ Zheng Zu (emperor and baron, master of the Ten Rings)

Lowest Caste

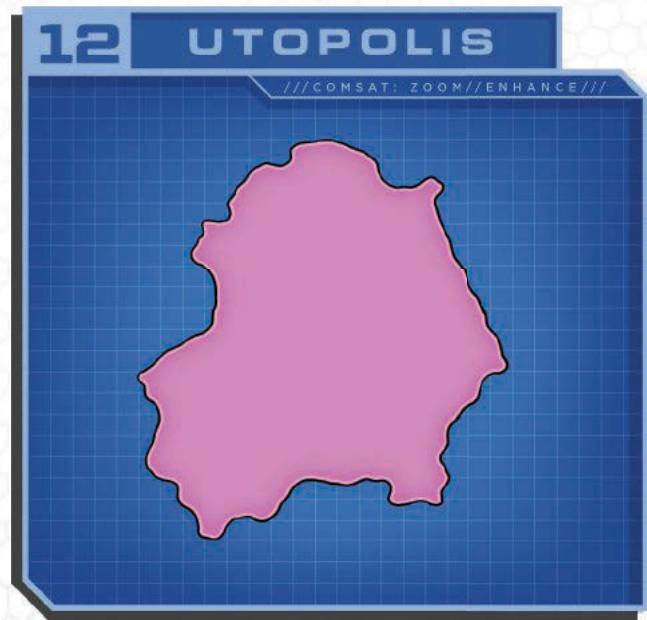
- ▶ Caliban (looks like a regular human)
- ▶ Callisto
- ▶ Cy (Doug Ramsey, missing his right arm)
- ▶ Kitten (Kitty Pryde, shaved bald)
- ▶ Lock (Lockheed, as a Japanese-style dragon)
- ▶ Marrow (Sarah)
- ▶ Wolfsbane (Rahne Sinclair, stuck in half-wolf form)

IMPORTANT LOCATIONS

- ▶ **Citadel of Emperor Zheng Zhu:** A complex of staggered towers built atop a lofty cliff.
- ▶ **Halls of the Red Hand:** The ninja school run by Red Sai, set in low wooden buildings in a thick forest.
- ▶ **Lowest Caste Hideout:** Hidden in the tunnels beneath the streets of K'un-Lun.
- ▶ **Temple of the Ten Rings:** The training grounds for the Ten Rings school, a series of soaring towers and open squares in a feudal temple.
- ▶ **Thirteen Chambers:** The site of the tournament that determines the domain's leader.

ADVENTURE HOOKS

- ▶ Once Shang-Chi becomes baron, he learns that his father kept the existence of Doom from everyone, and he is open to helping others dethrone this other emperor. He offers to set up training for any outsiders working against Doom (using the rules for training in the *X-Men Expansion*) as long as they can prove their loyalty to the cause. What might he ask for as proof? A piece of a Thor's uniform? A lock of hair from one of Doom's children?
- ▶ Shang-Chi's sympathy for the Lowest Caste extends to other domains. He would be happy to take Witchbreed (mutant) refugees from King James' England, but not if it would bring Doom's wrath down on the domain. How can the heroes smuggle mutants into K'un-Lun? How can they keep them from disrupting its relatively tranquil society? Can they get the masters of the other schools on board to help out, or might one of them betray Shang-Chi once they learn of Doom?



Source: Earth-21195

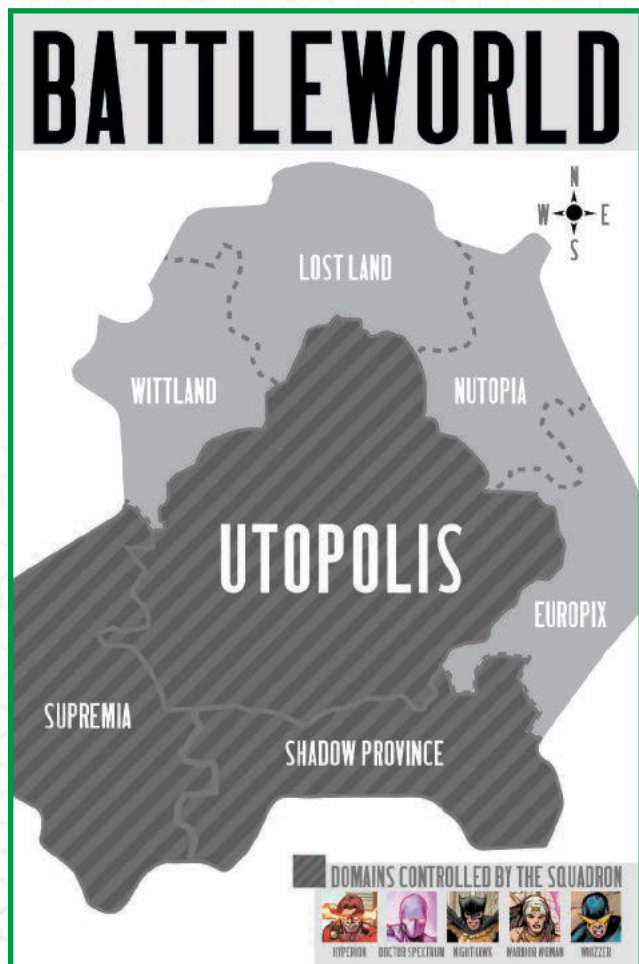
Baron: King Hyperion

Thor: Iron Thor (Tony Stark)

DANGER	LOYALTY
5	1E

The domain of Utopolis was divided into a number of regions:

- ▶ **Europix (east):** The remnant of Earth-59124, in which World War II still rages, and U.S. troops—including Sergeant Fury and the Howling Commandos, Captain Savage and the Leatherneck Raiders and the Deadly Dozen—continue the fight.
- ▶ **Lost Lands (north):** The remnant of Earth-12212, home to First Line, a team of heroes active from the 1960s to the 1980s on Earth-616, including Black Fox (Robert Paine), Nightingale and Yankee Clipper (Patrick Carney).
- ▶ **Nutopia (northeast):** The remnants of Earth-14227, the home of All-American (Jack Magniconte), Merc (Marc Hazzard), Spitfire (Jenny Swensen) and Starbrand (Kenneth Connell), who gave a portion of his power to turn hundreds of people into Starbrands.
- ▶ **Shadow Province (south):** The remnant of Earth-88194, where immortals known as Shadow-Dwellers once lived in secret, ruled by Doctor Zero with the assistance of the Knights of St. George.
- ▶ **Supremia (southwest):** The remnant of Earth-17021, watched over by the Squadron Supreme, the good version of the Squadron Sinister.
- ▶ **Utopolis (center):** The remnant of Earth-21195, the home of the Squadron Sinister, which also serves as the domain's capital. It includes several already annexed territories.
- ▶ **Wittland (northwest):** The remnant of Earth-66232, ruled by the Frightful Four.



King Hyperion—leader of the Squadron Sinister—used any excuse he could find to annex the other regions, often by murderous force. The rule of his land is that might makes right, and weakness is punishable by death.

Nighthawk killed Iron Thor and dumped the body in the Squadron Citadel to pin the blame on the Squadron Sinister, causing them to suspect a traitor in their midst. Meanwhile, he dismantled the team one member at a time, often by tricking them into turning against each other. In the end, he killed King Hyperion by using a gun that fired argonite (Hyperion's only weakness) and Doctor Spectrum's Power Prism.

However, the Starbrands from Nutopia took advantage of that moment to battle Nighthawk to a standstill until the Thor Corps arrived to bring him before Doom. Nighthawk managed to cast doubt on his guilt for the murder of Iron Thor, pinning the blame on Doctor Spectrum, who had fled. Still, Doom banished Nighthawk beyond the Shield for sowing discord.

At one point, Moloids working in a remote part of Utopolis uncovered the life raft the Maker and his Cabal used to escape from the end of the Seventh Cosmos.

NOTABLE PEOPLE

Squadron Sinister

- ▶ Doctor Spectrum (Kinji Obatu)
- ▶ Hyperion (Mark Milton)

- ▶ Nighthawk (Kyle Richmond)
- ▶ Warrior Woman (Zarda Shelton)
- ▶ Whizzer (James Sanders)

Frightful Four

- ▶ Paste-Pot Pete (Peter Petruski)
- ▶ Sandman (William Baker)
- ▶ Titania (Mary MacPherran)
- ▶ Wizard (Bentley Wittman)

IMPORTANT LOCATIONS

- ▶ **The Cabal's Life Raft:** This lies buried underground, on the other side of the domain's surface, until discovered by someone in the underworld.
- ▶ **Nighthawk's Headquarters:** Kyle Richmond's private building.
- ▶ **Project 42:** The empty and petrified armor of a dead Celestial, located on the inside surface of Battleworld. Mister Fantastic and the Maker use the chest as a lab.
- ▶ **Squadron Citadel:** The home of the Squadron Sinister.

ADVENTURE HOOKS

- ▶ With the removal of Baron Hyperion near the end of the Secret Wars, Doom doesn't have time to appoint a successor. Warrior Woman—who'd been working against her husband, Hyperion—tries to step into the power vacuum, promising to let the various provinces of Utopolis return to self-rule. She asks the heroes for help. Do they back her play? Or do they secretly work against her? Dare they defy her openly?
- ▶ Baron Sinister of the Bar Sinister domain often consulted with Hyperion in secret. The remaining Starbrands—led by Jacob Burnsley—believe that Sinister secretly backed Nighthawk's power grab, and they would like the heroes to help them prove it. Are the Starbrands right? Or has Sinister tricked them into accusing him to undermine their standing in Utopolis so he can set up his own puppet baron there?



Art by Carlos Pacheco, Mariano Taibo & Frank Martin



Source: Unknown

Baron: None

Thor: None

DANGER	LOYALTY
1	—

Little is known about New Mars. It's a mountainous domain that sits south of Higher Avalon, west of the City and the Warzone, east of Weirdworld and Arachnia, and north of New Quack City. Its main purpose seems to be to keep the Blue part of Warzone from easy access to help from other domains, and the Iron patrolled it to keep it free of their foes.

Unlike most parts of Battleworld, it is possible to teleport in and out of New Mars. Because of that, it is sometimes used as a meeting place or a means of getting closer to a final destination. This also makes it an excellent place to hide.

ADVENTURE HOOKS

- ▶ Legends abound of a great treasure called a M'kraan Crystal hidden somewhere in New Mars. Someone offers to sell the heroes a map that purports to show directions to it. Can they trust that person? Is it a straight con job, or is there actually something out there? And if no one else has found it and brought it back yet, what's stopping them?
- ▶ The heroes hear about the secret headquarters of a great rebellion against Doom hidden somewhere underground in New Mars. Are the rumors real? Even if there are rebels hiding in the desert, what good can they do against someone as powerful as Doom? How are the heroes supposed to find this place, and if they do, how can they convince the rebels that they oppose Doom too?



Source: Earth-616

Baron: Sheriff Strange

Thor: The whole Thor Corps

DANGER	LOYALTY
5	2T

The domain of Doomgard sits on the southern shore of the Northern Sea, between Utopolis and Doomstadt, giving its main residents—the Thor Corps—plenty of room to stretch out. This is where the members of the Thor Corps are chosen, trained and sent on assignment. Unless a Thor is assigned to a particular domain, they live here as well in the lands below their headquarters.

Sheriff Strange has an office here, but he resides in his private sanctum on the Isle of Agamotto instead. (See page 113.)

Potential law enforcers journey here from other parts of Battleworld to try to lift a hammer of Thor. If they manage it, they gain the power of Thor, are given their own Mjolnir (or a similar iconic item) to wield and are inducted into the Thor Corps.

The Thor Corps serves the will of Doom as dictated by Sheriff Strange, often through the Lawspeaker in charge of the organization: King Thor. Their duties include:

- ▶ Enforcing Doom's laws
- ▶ Investigating crimes
- ▶ Arresting lawbreakers
- ▶ Meting out Doom's punishments

Toward the end of the Secret Wars, it all fell apart. After five women were killed in a week, Sheriff Strange announced an Allthing, meaning the Thors were charged with devoting all their time and energy to finding the killer before Doom was forced to intervene. Thunderer Thorlief and Stormbreaker Ray led the investigation.

The Loki of Earth-61610—who was living in a cardboard box but knew something of the truth of Battleworld—tipped off Ray that the victims were all Jane Fosters. Before Ray could follow up, though, someone murdered him.

Working alone, Thorlief discovered that all the Jane Fosters and Donald Blakes on Battleworld had been killed. Loki had been moving their bodies so they could be discovered, launching the investigation, but he hadn't killed them. Rune Thor and Destroyer Thor had murdered them all.

Thorlief confronted them in Doomgard, with the aid of Thor Odinson of Earth-616, who'd been thrown out of the Corps in disgrace long before. At the same time, Thor (Jane Foster, Earth-616) came to Doomgard to proclaim the truth about Doom. Those who remained worthy of their hammers followed her into the rebellion against the God Emperor.

NOTABLE PEOPLE

- ▶ Destroyer Thor (Thor Odinson, wearing Destroyer armor, Earth-15726)
- ▶ King Thor (Thor Odinson, Earth-14412)
- ▶ Rune Thor (Thor Odinson, Earth-16001)
- ▶ Stormborn (Ororo Munroe, Earth-904)
- ▶ Stormbreaker Ray (Beta Ray Bill)
- ▶ Thor (Groot, says "I am Thor")
- ▶ Thorgirl (Tarene)
- ▶ Thor Odinson (from Higher Avalon, Earth-81518)
- ▶ Thorus (from Egyptia, Earth-51910)
- ▶ Throg (Simon Walterson, Earth-22385, froglike forensic scientist)
- ▶ Thrr (Earth-15922, doglike, tracker)
- ▶ Thunderer Thorlief (Thor Odinson, Earth-1610)
- ▶ Thunderstrike (Eric Masterson)

IMPORTANT LOCATIONS

- ▶ **The Morgue:** Throg performs medical examinations here.
- ▶ **The Temple of Doom:** A place for new Thors to be tested and pledge fealty to Doom.
- ▶ **Thor Corps Headquarters:** A castle built atop a floating island. The island can move to other domains when needed.
- ▶ **The Thunder Room:** Where Thors interrogate subjects.

ADVENTURE HOOKS

- ▶ After the heroes do something heroic, the Thor Corps recruits them and brings them to Doomgard to see if they can lift a hammer of Thor. Are they worthy? If not, they're sent on their way. If they lift the hammer, do they join the Corps? Or do they feign being unworthy to avoid that? If they join the Corps, do they embrace their role or secretly work against Doom—or both?
- ▶ The heroes discover a loose Mjolnir. What happened to its owner? Or has no member of the Thor Corps managed to claim it yet? Are any of the heroes worthy enough to abscond with it? Or do they report it to the Corps and hope for a reward? What happens if they're accused of trying to steal it?



Source: Earth-81518

Baron: James Braddock (Captain Britain)

Thor: Unknown

DANGER

3

LOYALTY

1E

Higher Avalon is a large domain that sits to the south of Doomgard and borders Manhattan, the City, New Mars, Weirdworld and Utopolis. It is a modern domain with medieval British architecture scattered throughout. The noble rulers are House Braddock, a family that includes the siblings James, Brian and Betsy, plus Brian's wife Meggan.

Baron James Braddock accused Baron Sinister (of Bar Sinister) and King Hyperion (of Utopolis) of conspiring against Higher Avalon, using the Iron Pirates as couriers. Sheriff Strange brought the dispute before Doom, who eventually called a halt to it and accused the Braddocks of fomenting rebellion against him through the Silent Chambers.

James Braddock confessed to the crime and was sent over the Shield into the Deadlands for his transgression. Doom then appointed Brian as the new baron in his brother's place. He also ordered Mister Sinister to be publicly whipped.



Art by Esad Ribić & Ive Svorcina

NOTABLE PEOPLE

- ▶ Betsy Braddock
- ▶ Brian Braddock (Captain Britain)
- ▶ James Braddock (Captain Britain)
- ▶ Knight Crawler (Kurt Wagner)
- ▶ Meggan Braddock (married to Brian)

IMPORTANT LOCATIONS

- ▶ **Castle Braddock:** Home to House Braddock and the center of government for the domain.

ADVENTURE HOOKS

- ▶ House Braddock asks the heroes to help them ferry weapons, technology and even people from elsewhere in Battleworld through Higher Avalon and into the Silent Chambers in Manhattan to help bring down Doom. Is this a trap that Doom set for them? Do the Braddocks really want the heroes' help? Or do they need a team they can sell out to Doom to protect the work they're really doing?
- ▶ Knight Crawler's favorite sword has gone missing, and he wants it back. As the leader of House Braddock's forces, he would prefer to avoid a scandal that makes him look vulnerable, so he asks the heroes to get it back for him, quietly. It was stolen by Gambit the Collector of the domain of Manhattan. Can the heroes pry it from his grasp or buy it back? If not, can they somehow replace the blade with a substitute? And if they do, will they tell Knight Crawler the truth?



Art by Esad Ribić & Ive Svorcina



Source: Earth-22191

Baron: Norman Osborn

Thor: Thor (Felicia Hardy from Earth-22191)

DANGER

4

LOYALTY

1E

The domain of Arachnia resembles New York City and is filled with spider-powered heroes from across the Multiverse of the Seventh Cosmos. It sits southeast of Weirdworld, west of New Mars and north of New Quack City and Marville.

In Arachnia's history, Spider-Man (Peter Parker) failed to capture the Green Goblin (Norman Osborn) after the death of Gwen Stacy. Parker lost his powers after that and went underground, leaving his old life behind to marry and have kids.

Parker's clone, Ben Reilly, took over as Spider-Man. When the Green Goblin killed Reilly, he believed he'd killed Parker instead.

On Battleworld, Osborn is the leader of Ozcorp, the mayor of New York and the baron of the domain. The people there are aware of Doom as God Emperor, although they don't have much interaction with him other than through the baron.

Arachnia included a number of spider-powered heroes who wandered around on their own for a bit. Eventually, they found each other by means of their connection to the Web of Life and Destiny, with a little help from Pavitr Prabhakar (Spider-Man India), who'd begun researching the Web.

After the Web-Warriors (as they would later come to be called) formed, Osborn brought them to Ozcorp and told them he wanted their help understanding and rebuilding the Web of Life and Destiny. Spider-Woman didn't want to have anything to do with that and left. The depowered Parker found her and explained what had happened to him.

While Parker and Spider-Woman drew Osborn and his hired villains out to face them, Spider-Ham showed the rest of the Web-Warriors that Osborn was building a chair he



THOR: FELICIA HARDY

Art by André Lima Araújo & Rachelle Rosenberg

called the Siege Perilous that he hoped would allow him to harness the power of the Web of Life and Destiny to defeat Doom. Instead, their proximity activated the chair, which brought a Thor to put an end to that plan. The Web-Warriors managed to defeat the Thor—who thought they were in on the plan—and Osborn, leaving them ready to defend the domain against any other threats.

NOTABLE PEOPLE

Heroes

- ▶ Spider-Girl (Anya Corazón) of Earth-616
- ▶ Spider-Ham (Peter Porker) of Earth-8311
- ▶ Spider-Man (Billy Braddock/Spider-UK) of Earth-833
- ▶ Spider-Man (Pavitr Prabhakar/Spider-Man India) of Earth-50101
- ▶ Spider-Man (Peter Parker) of Earth-22191
- ▶ Spider-Man (Peter Parker/Spider-Man Noir) of Earth-90214
- ▶ Spider-Woman (Gwen Stacy/Ghost-Spider) of Earth-65

Villains

- ▶ Carnage (Cletus Kasady)
- ▶ Doctor Octopus (Otto Octavius)
- ▶ Electro (Max Dillon)
- ▶ Fancy Dan (Daniel Brito)
- ▶ Green Goblin (Norman Osborn)
- ▶ Jackal (Miles Warren)
- ▶ Kraven the Hunter (Sergei Kravinoff)

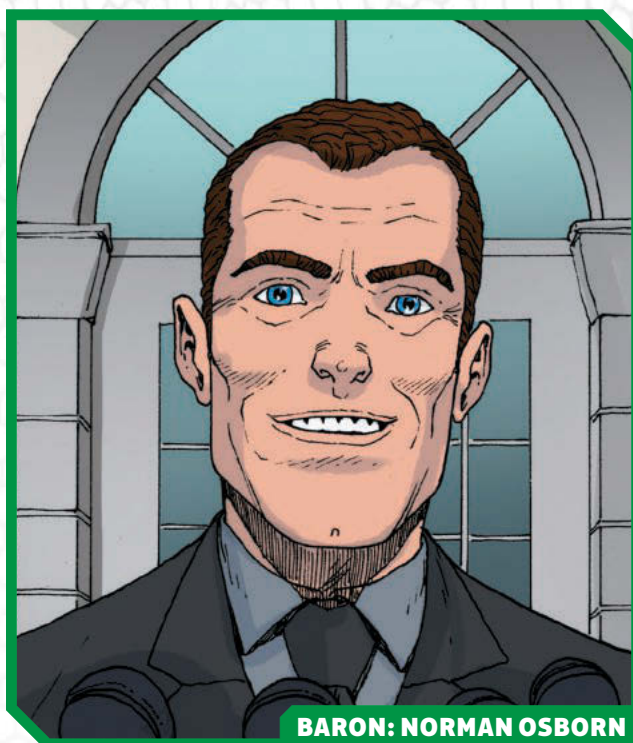
- ▶ Montana (Jackson Brice)
- ▶ Ox (Raymond Bloch)
- ▶ Sandman (William Baker)
- ▶ Scorpion (Mac Gargan)
- ▶ Tombstone (Lonnie Lincoln)
- ▶ Venom (Eddie Brock)
- ▶ Vulture (Adrian Toomes)

IMPORTANT LOCATIONS

- ▶ **George Washington Bridge:** The site of Gwen Stacy's death.
- ▶ **Ozcorp Tower**
- ▶ **Pavitr Prabhakar's Safe House:** Above a restaurant in Chinatown.

ADVENTURE HOOKS

- ▶ The heroes are asked to find the equipment that Norman Osborn used to try to harness the Web of Life and Destiny and bring it back to the Silent Chambers. When they get to Ozcorp, though, the equipment is missing, and they have to track it down. They discover that the Jackal is trying to fix it so he can power it with a set of Spider-Man clones. Gathering several spider-powered people seems like it might work if the machine was fixed, but what about the Thors? And what plans does the Jackal have for it?
- ▶ The Web-Warriors want to go back to their respective homes, but they cannot find them. Spider-Ham thinks he might fit in best in Marville, and the heroes are charged with bringing him there. How do they get him there unobserved? Does he fit in well? Once the kids there see him, how do they react?



BARON: NORMAN OSBORN

Art by André Lima Araújo & Rachelle Rosenberg



Source: Earth-71912

Baron: Unknown

Thor: Unknown

DANGER

2

LOYALTY

—

The people of Marville don't seem to have any idea that they're living in a domain on Battleworld instead of on Earth-71912. The super-powered characters here are all elementary-school-aged kids but with their full powers.

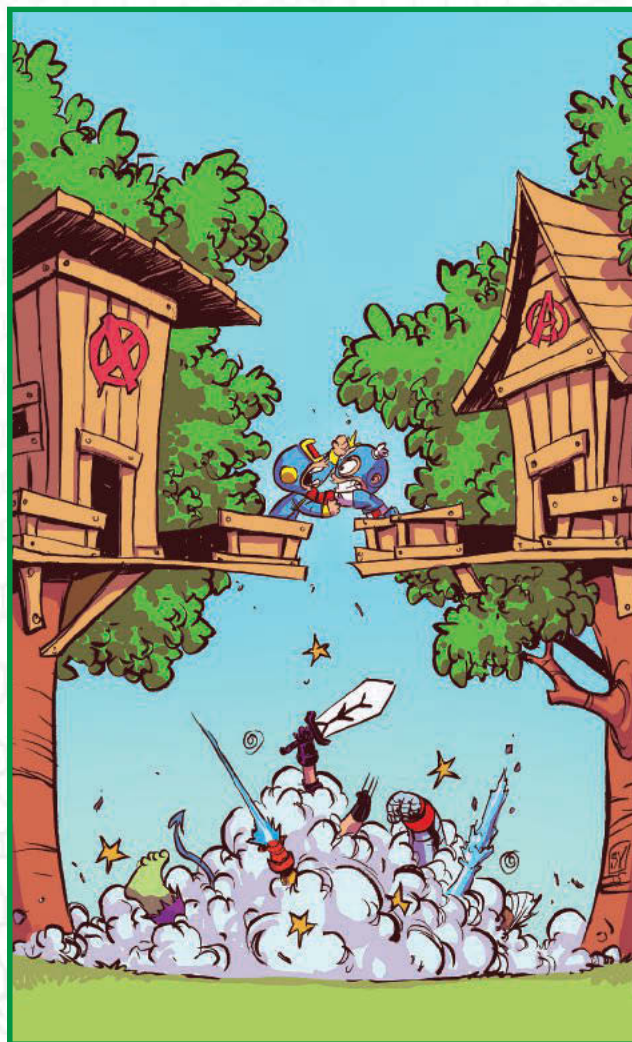
What would normally be teams on Earth-616 are instead rival groups of friends at school. They include:

- ▶ Avengers
- ▶ Brotherhood of Evil Mutants
- ▶ Guardians of the Galaxy
- ▶ Inhumans
- ▶ X-Men

There are plenty of other heroes and villains in the domain, including versions of many of the most famous people on Earth-616. Doop, for instance, referees dodgeball games, while Galactus and Thanos float near an invisible barrier that covers the entire domain, never allowing anything in or out.

The Avengers and the X-Men are extremely competitive and tend to take minor competitions too far. Eventually, they usually break out into large fights that never do any real damage. This is not due to any particular effect of the domain so much as the kids don't really want to cause serious harm to anyone.

The Avengers and the X-Men each have elaborate headquarters built into towering trees that stand only ten feet apart. The Inhumans' treehouse is only another twenty feet or so away.



Art by Skottie Young

There are adults in the domain, but they are rarely seen, usually shouting at the kids from their homes. The only exceptions are the teachers at the school, including Professor X.

When twins Zachary and Zoe join the school, the Avengers and the X-Men pull out all the stops to get the new kids to join their respective team. Even the Guardians of the Galaxy invite them to join. In the end, though, the twins wind up disgusted with everyone and join the Brotherhood of Evil Mutants instead.

NOTABLE PEOPLE

Avengers

- ▶ Black Widow (Natasha Romanoff)
- ▶ Captain America (Steve Rogers)
- ▶ Hawkeye (Clint Barton)
- ▶ Hulk (Bruce Banner)
- ▶ Iron Man (Tony Stark)
- ▶ Spider-Man (Peter Parker)
- ▶ Thor (Odinson)
- ▶ Wolverine (Logan)

X-Men

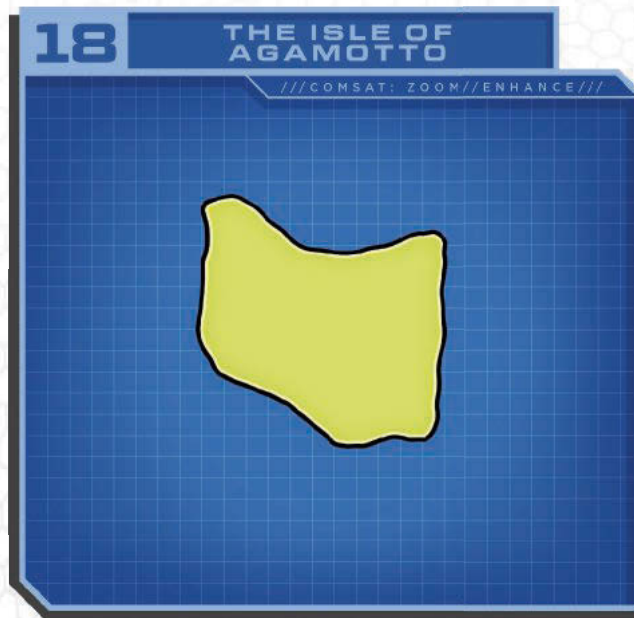
- ▶ Beast (Hank McCoy)
- ▶ Colossus (Piotr Rasputin)
- ▶ Cyclops (Scott Summers)
- ▶ Gambit (Remy LeBeau)
- ▶ Iceman (Bobby Drake)
- ▶ Magik (Illyana Rasputin)
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Storm (Ororo Munroe)
- ▶ Wolverine (Logan)

IMPORTANT LOCATIONS

- ▶ **Avengers Clubhouse:** A tricked-out treehouse, filled with all the latest tech, courtesy of Iron Man's rich dad. It includes a ladder into the clouds that reaches into Asgard.
- ▶ **Downtown Marville:** A quaint downtown centered around a park that features a statue of Doom.
- ▶ **Inhuman Clubhouse:** A tricked-out treehouse, filled with all sorts of royal stuff for the royal family.
- ▶ **Marville Junk:** The junkyard in which the Brotherhood of Evil Mutants has their headquarters, which sits like a treehouse but on top of a rickety steel tower.
- ▶ **X-Men Clubhouse:** A tricked-out treehouse, complete with a holographic Danger Room.

ADVENTURE HOOKS

- ▶ After a big fight destroys the school, the adults in town outlaw the use of super-powers on school grounds. A schism forms between those who insist that rules are rules (Iron Man's faction) and those who refuse to follow unfair rules (Captain America's faction). Which side might the heroes choose? And how can they help bring this all to a resolution before school lets out for the summer?
- ▶ The heroes find a way to get into Marville from an outside domain. Doom considers this a safe space for the kids and refuses to send in the Thor Corps to haul the heroes away. Can the heroes figure out a way to use Marville as a base of operations? How do they feel about hiding behind children—even super-powered ones? And what happens if Doom's patience with them runs out and he sends in the Thor Corps to set things right?



Source: Unknown

Baron: None

Thor: None

ANGER	LOYALTY
5	2T

Sometimes called the Eye of Agamotto, the Isle of Agamotto sits off the southern coast of the Northern Sea, nestled between Doomgard and Doomstadt. Sheriff Strange lives and works here in a tall building in the center of the island that's overshadowed by high cliffs on every side that shelter it from view. Strange has also woven sorcery into the place to protect it from prying eyes, even those of God Emperor Doom.

Strange kept Mister Fantastic's life raft from the Seventh Cosmos hidden in the depths of his home for three years before he had a young Thor from Higher Avalon help him open it. He suspected something important was inside it, but he feared that opening it might lead to disaster, so he left it sealed until the opening of the Cabal's life raft forced his hand.



Art by Esad Ribić & Ive Svorcina

NOTABLE PEOPLE

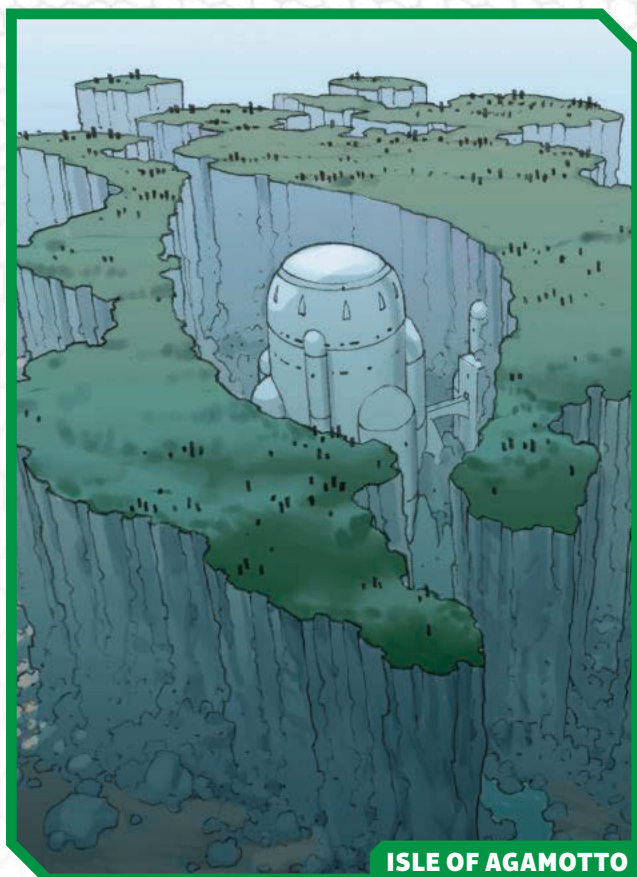
- ▶ Sheriff Stephen Strange (Earth-616)

IMPORTANT LOCATIONS

- ▶ **Sanctum Sanctorum:** Strange has a working area here that Doom may know about but has never explored.

ADVENTURE HOOKS

- ▶ Someone sells the heroes a map to the Isle of Agamotto, promising them that Sheriff Strange's home contains untold riches just waiting to be plundered. They're not wrong, but that doesn't mean stealing from Doom's right-hand man is going to be easy. Is this a trap set by Strange? Or did Doom himself set this in motion to test the defenses of the Isle of Agamotto? Even if the heroes know the location, can they get past the island's natural defenses? And what happens when Strange responds to the magical wards he's set up to detect intruders?
- ▶ Sheriff Strange invites the heroes to join him for dinner at his home, as he would like to learn more about them. Is he feeling them out so he can arrest them as traitors against Doom? Or is he looking for help with his own plot? Perhaps he simply wants to see if they can be trusted for any future plans he might have—or so he can connect them to others with similar ideas. But what happens if someone at the dinner table winds up dead?



ISLE OF AGAMOTTO

Art by Esad Ribić & Ive Svorcina



Source: Earth-15513

Baron: None (Doom rules from here)

Thor: None

DANGER	LOYALTY
X	2T

This is the capital domain of Battleworld and the seat of power of God Emperor Doom. It is located on the southern coast of the Northern Sea. To its west sit the Isle of Agamotto, Doomgard, Manhattan and the City. The Warzone sprawls south of it. Across the straits to the east looms the Monarchy of M.

Doomstadt is an expansive place that resembles parts of many nations. Castle Doom itself seems drawn straight from Latveria, while nearby districts like Hollowuud draw from Los Angeles, and Doomrock Heights seems pulled from New York City. Norseheim, which sits on the northern coast—at the end of an archipelago that stretches toward Dystopia—clearly was drawn from Asgard.

CASTLE DOOM

Doom and his family live and work in Castle Doom, protected from the rest of the domain and the whole of Battleworld. The complex also houses the offices of Sheriff Strange and the Future Foundation.

Doom usually declines to visit other parts of the domain, much less the rest of Battleworld, unless his duties demand it. He feels it demeans him and removes some of the mystery with which he's surrounded himself. When he does show up someplace, big things happen.

Notable People

- ▶ Franklin Von Doom
- ▶ Galactus
- ▶ God Emperor Doom

- ▶ Invisible Woman (Susan Von Doom)
- ▶ Molecule Man
- ▶ Sheriff Stephen Strange
- ▶ Valeria Von Doom

Important Locations

- ▶ **Future Foundation:** The headquarters of Battleworld's science branch, overseen by Valeria.
- ▶ **Galactus:** A mute version of the World-Devourer, with flames rising from the top of his helmet, stands in the castle's courtyard and follows Franklin's bidding. He also protects the castle from attacks.
- ▶ **Gardens:** A well-manicured royal garden. It features a statue of the Molecule Man. A secret trapdoor in the base leads to the Molecule Man's quarters.
- ▶ **Map Room:** A large room below the Throne Room, this shows a map of Battleworld, but Doom can also use it to see what a Thor praying to him sees.
- ▶ **Strange's Office:** Sheriff Strange works here, preparing cases to be brought before Doom and overseeing the Thor Corps.
- ▶ **Throne Room:** Doom sits on a throne fashioned from Yggdrasil, the World Tree of Asgard. From here, he holds court and metes out justice.

VICTOR VON DOOM INSTITUTE FOR GIFTED YOUTHS

This institute is a residential high school for powered and talented teenagers that claims to have been open for sixty years. It draws the finest students between the ages of 14 and 19 from every domain in Battleworld to educate them and test them.

Rivalry among the students is sharp, and alliances among them are important. Cloak and Dagger are siblings. Amadeus Cho does Skaar's homework in return for protection. Some of the girls have a gang called the Night Witches, complete with matching jackets. Members include Pixie, Jubilee, Delphyne and, later, Molly Hayes.

At the end of every year, each class has a final exam. The students are separated into teams designated by color (silver, gold, crimson, cerulean, puce, emerald, ebony, heliotrope, mauve, ivory, veridian and so on). Those who fail do not return. Those who pass the exam at the end of their final year become part of the Doom Elite.

Before the exam, the students recite the school's oath:

"In the presence of this banner, which represents our Lord Doom, I swear to devote all my strength to the savior of our world, Victor Von Doom.

"Before I was chosen, I was nothing. But I have been given purpose. I swear that I am ready and willing to obey to the end, and even give my life in the service of our Lord Doom.

"Live truthfully. Fight bravely. Die laughing.

"Only the strong will survive."

During the final exams, the students believe they are simply fighting holographic projections, but they are in fact battling other students. When anyone falls, they actually die.

Doom does this to weed out those who are weak or disloyal. The survivors are told that the dead students failed and have been sent home. Each year, fewer students graduate to the next class. The lower classes don't know the truth, but the seniors do—however, by the time they reach that level, they have too much blood on their hands to be likely to rebel.

Many of the students listed below fled after figuring out what was really happening, taking the head of a hacked Doombot (who named itself Emily) with them.

Instructors

- ▶ Doombots
- ▶ Emma Frost
- ▶ Headmaster Valeria Von Doom

Students

- ▶ Amadeus Cho (unpowered, from Warzone)
- ▶ Cloak (Tandy, from Arachnia)
- ▶ Dagger (Tyrone, from Arachnia)
- ▶ Delphyne Gorgon (from Arcadia)
- ▶ Frostbite (Sanna Strand, from Killville)
- ▶ Jubilee (Jubilation Lee, from Limbo)
- ▶ Molly Hayes (from Manhattan)
- ▶ Pixie (Megan Gwynn, from Mutopia)
- ▶ Skaar (from Greenland)
- ▶ Winter Soldier (Bucky Barnes, from Earth-15819)

Important Locations

- ▶ **Arena:** Where the final exams are held. Students engage in what seems to be simulated combat against mute holographic projections of their opponents.
- ▶ **Correction Room:** The room where detention-style punishments are handed out to students.
- ▶ **Great Hall:** The main training room and where ceremonies are held when the stage and bleachers are hauled out.
- ▶ **Headmaster's Office:** A private room from which Valeria can monitor much of the school.

NORSEHEIM

The northern part of Doomstadt—which runs along the shore of the Northern Sea—is often shrouded in snow, and the Northern Lights regularly paint the sky here, despite the lack of any scientific reason for them to exist. The boats in the port are mostly Viking longships, decorated with figureheads the locals hope might protect them from the sea serpents that swim beneath the waves.

The people here tend to be stoic and hardworking souls, usually with blond hair, and they speak with an Asgardian accent. They have little love for Doom, despite living in his shadow, but they refuse to say a word against him, knowing he has eyes everywhere. Some who live in Norseheim might once have been gods, but no longer.

In the stony foothills, about 5 miles down a path that leads west of the port, there's an entrance to Nornheim. The tunnel that leads into the caves has the name **NORNHEIM** carved in the rock over it, making it hard to miss.

Notable People

- ▶ **Ancient One:** An elderly Rick Jones.
- ▶ **Hoder Vilison:** Once a god of Asgard, blind and miserable.
- ▶ **Ulik:** The ruler of the Rock Trolls that live in Nornheim.

Important Locations

- ▶ **Nornheim:** A cave system under Norseheim that serves as the home of rock trolls and their murderous king, Ulik.
- ▶ **Port:** Norseheim's biggest settlement in the port town on the northern shore. The people here fish the Northern Sea while doing their best to avoid attacks by the aquatic beasts that lurk beneath the surface of the waters.
- ▶ **Pub:** A man with long hair and a braided beard owns this place, and his daughter works as the barmaid, serving those who stumble in. They serve ale in wooden steins, poured out of wooden casks. Hoder drinks here.
- ▶ **Wish Central:** A place of power in the deepest part of Nornheim, to which all the wishing wells in Battleworld lead. Here, the Ancient One protects the Destroyer armor, which makes those who reach it believe all their wishes are granted—but only in their minds.

WIDER DOOMSTADT

The larger domain has a number of districts and is patrolled by the Doomstadt Police Department (DPD), which deployed giant robots to deal with many tasks. They also scan citizens to see if they have powers, especially those who are likely to be hosts of Igniter Spirits.

The people here live regular lives in the shadow of the Killiseum. See page 87 for more on that facility and the lethal contests held there.

Notable People

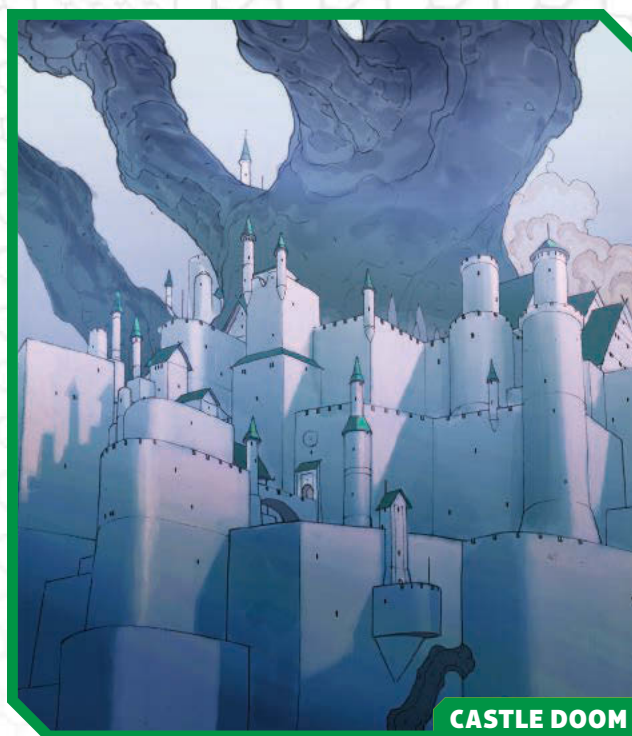
- ▶ Arcade
- ▶ Ghost Rider (Robbie Reyes)
- ▶ Taskmaster (Tony Masters)
- ▶ War Machine (Thunderbolt Ross)

Important Locations

- ▶ **Club Jekyll & Hyde:** A nightclub on Doomstadt Boulevard in Hollowuud.
- ▶ **Commercial District:** Also known as C-Town, a business area in downtown Doomstadt. Romeo Drive cuts through it.
- ▶ **Doomrock Heights:** An impoverished district in south Doomstadt.
- ▶ **Hollowuud:** A posh district filled with the wealthy and famous.
- ▶ **Justice Division Headquarters:** A key office of the Future Foundation, this building resembles Magneto's base from the first Secret Wars.
- ▶ **Killiseum:** A large arena in which Arcade hosts gladiatorial battles and the Ghost Races.

ADVENTURE HOOKS

- ▶ **Castle Doom:** The heroes are invited to Castle Doom by the God Emperor himself. Do they refuse his summons and go on the run? Or do they comply to see what he wants? Might this be a chance to find a way into his favor, at least temporarily? Or might the heroes see a rare opportunity to assassinate him—if, of course, it's not a trap to begin with?
- ▶ **Doom Institute:** The heroes are asked to infiltrate the school and learn what's going on there. They can enter as students, guest lecturers or staff. Can they find proof of what's happening? If they do, how can they get the word out? Is anyone likely to believe them? Or can they try to take the school down from the inside instead?
- ▶ **Hollowuud:** Doom makes a public proclamation of gratitude that the heroes have been instrumental in saving Battleworld. Do they deserve it? Or are they simply convenient, photogenic servants of propaganda? Do they get caught up in the Hollowuud high life? Or do they use their celebrity to do some good?
- ▶ **Killiseum:** The heroes have been caught breaking one of Doom's laws and have been sentenced to fight in the Killiseum. Do they try to stage a breakout? Or do they fight their way to the top of the gladiator list? Can they convince Arcade to take the show on the road to entertain other domains? If so, what kind of trouble can they get into there?
- ▶ **Norseheim:** The heroes sneak into Doomstadt by boat, winding up in Norseheim. They've heard rumors that Loki has been seen here, and they want to learn what he's up to. Do they want to convince him to join the fight against Doom? Maybe they just want to make sure his plans don't conflict with theirs. Can they trust him either way? Do they have any choice?



CASTLE DOOM

Art by Esad Ribić & Ive Svorcina



Source: Earth-61610

Barons: Medusa (New Attilan), none (Manhattan), Dracula (Monster Metropolis)

Thor: Unknown

DANGER

LOYALTY

4

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Manhattan is one of the more complex domains in that it has three different sections, each with its own baron. Despite that, it's a relatively small domain, with Doomstadt to the east, the City to the south, Higher Avalon to the west and Doomgard to the north.

Doom built this domain with the remains of the last two universes left at the end of the Seventh Cosmos—Earth-616 and Earth-1610—which he conglomerated into Earth-61610. At the time, New Attilan was hovering over Earth-616, so he kept it as part of this domain as well. He also formed a Monster Metropolis beneath this Manhattan as a home for all sorts of mythical monsters.

NEW ATTILAN

The Inhuman City of New Attilan floats over Manhattan, much as it did on Earth-616. Doom uses this place as a means of social experimentation to try to ascertain how effective a resistance against him might be. To that end, he installs one of the Inhuman Royal Family as the regent in charge of New Attilan and places another yet-to-be-powered Inhuman in charge of a false rebellion called the Voice Unheard.

The Voice Unheard operates out of a secret headquarters reached via a hidden doorway in the cellar of the Quiet Room, a high-end nightclub in Grand Central Station in Manhattan. The nightclub uses Eldrac to obtain ingredients for meals from across Battleworld—and also to move members of the Voice Unheard around. The place serves as an informal

meeting place for people hailing from different domains. It has two strict rules:

- ▶ People from the Wastelands cannot enter.
- ▶ No shape-shifting allowed.

The Voice Unheard is attempting to get supplies to other parts of Battleworld to grow their network and establish alliances. As part of that, they want to destroy a number of large antennas around Battleworld that supposedly broadcast a telepathic signal that keeps the people in the domain compliant, focused on their lives rather than on any attempt to usurp Doom. Simply knowing about the signals theoretically makes it easier for people to resist their influence, but not all manage it.

While this might be true, it's more likely a rumor that Doom has planted among the Voice Unheard that he uses to toy with their members and see how they react. He has plenty of tools to keep the people of Battleworld occupied beyond pacifying them telepathically.

Many times, Doom puts Medusa in charge of New Attilan and makes an unpowered Black Bolt the proprietor of the Quiet Room and the leader of the Voice Unheard. However, he sometimes swaps other Inhumans into those roles, like making Black Bolt the city leader and an unpowered Medusa in charge of the rebels.

Notable People

- ▶ Auran
- ▶ Gorgon (Petragon)
- ▶ Kamala Khan
- ▶ Lockjaw
- ▶ Medusa (Amaquelin)
- ▶ Sterilon

Important Locations

- ▶ **Broadcast Tower:** The antenna here supposedly sends out signals that keep the people of Manhattan compliant.
- ▶ **Central Core Unit:** The home of the computers that maintain all of New Attilan. The leader of the Inhumans can trigger a destruct sequence from here.
- ▶ **Interrogation Chamber:** Where Sterilon telepathically pries answers out of prisoners.
- ▶ **Terrigen Chamber:** Where an Inhuman can be subjected to the Terrigen Mists and gain super-powers.
- ▶ **Throne Room:** Where the regent of New Attilan holds court.

SURFACE MANHATTAN

The surface of Manhattan is a mash-up of Earth-616 and Earth-1610. The residents believe this happened because the Amadeus Cho and Tony Stark of Earth-1610 found a rip between the two dimensions that spontaneously spiraled out of control, shoving them together. As a result, there are often two versions of people living in the city and even running into each other.

After the merger, the Thor Corps came to inform the Avengers, the X-Men and the Ultimates that Doom was aware

of the situation and ordered them not to attempt to fix it. When the Avengers' Hawkeye (Clint Barton) protested, the Thors incinerated him.

Despite this, the people of Manhattan managed to get along with each other and live regular lives—for the most part. However, that could not last.

Eventually, the two Hulks got into a brawl that broke open the Raft and let over a hundred of the worst criminals in the domain loose. Then the Punisher from the Ultimates' reality went on a killing spree, shooting both villains and heroes and even killing the Punisher from the other dimension.

The two Tony Starks continued to work on the problem of separating the two realities. However, the Ultimates' Stark wanted to present their findings to Doom, while the Avengers' Stark insisted on keeping them a secret. The two sides wound up in open war against each other in Times Square, with the surviving Punisher picking off heroes on both sides.

Apparently, Doom had allowed this to happen multiple times over the years, and each time it went badly, he let the heroes destroy each other and then simply wiped the slate clean and set things up to happen again. In this way, he punished the heroes who'd stood up to him and thwarted him so many times in the past.

However, the final time, just before the end of Battleworld, things changed. When Sheriff Strange flung the survivors from the Seventh Cosmos away from Doom, he sent Star-Lord (Peter Quill) and Spider-Man (Miles Morales) to Manhattan.

Quill wound up performing as a lounge singer in the Quiet Room under the guidance of Drax from Earth-91912, who has a British accent, wears a suit and has a full head of hair. Quill performed Disney songs under the name Steve Rogers while he figured out what to do. He met and romanced the Kitty Pryde from the Domain of Apocalypse, a secret agent for the Future Foundation, tracking down anomalies for scientific study—or quarantine. They clashed with Gambit the Collector.

When the final battle in Times Square started, Spider-Man (Miles Morales) swung into the heart of it and called for it to stop. With the help of Emma Frost, he telepathically shared what Doom had done to form Battleworld and to torture them all. After wishing their loved ones goodbye, they then joined the final battle against Doom.

Notable People

- ▶ Drax of Earth-91912
- ▶ Gambit the Collector (Remy LeBeau)

Avengers (Earth-616)

- ▶ Black Widow (Natasha Romanoff)
- ▶ Captain America (Sam Wilson)
- ▶ Doc Green (Bruce Banner/Hulk)
- ▶ Hawkeye (Clint Barton)
- ▶ Iron Man (Tony Stark)
- ▶ Maria Hill
- ▶ Quicksilver (Pietro Maximoff)
- ▶ Scarlet Witch (Wanda Maximoff)
- ▶ Spider-Man (Peter Parker)
- ▶ Vision
- ▶ War Machine (James Rhodes)

X-Men (Earth-616)

- ▶ Cyclops (Scott Summers)
- ▶ Emma Frost
- ▶ Magik (Illyana Rasputin)
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Rogue (Anna Marie)
- ▶ Storm (Ororo Munroe)

Ultimates (Earth-1610)

- ▶ Captain America (Steve Rogers)
- ▶ Gray Hulk (Bruce Banner)
- ▶ Hawkeye (Clint Barton)
- ▶ Iron Man (Tony Stark)
- ▶ Nick Fury

Young Ultimates (Earth-1610)

- ▶ Black Widow (Jessica Drew, female Peter Parker clone)
- ▶ Bombshell (Lana Baumgartner)
- ▶ Cloak (Tyrone Johnson)
- ▶ Dagger (Tandy Bowen)

The Voice Unheard (Earth-616)

- ▶ Bard (Matt Murdoch of Earth-311)
- ▶ Blackagar Boltagon (Black Bolt, unpowered and unsilenced)
- ▶ Eldrac the Door
- ▶ Flint (Jaycen)
- ▶ G-Man (Ghost Rider)
- ▶ Karnak (Mander-Azur)
- ▶ Mega-Rad
- ▶ Naja
- ▶ Nur (Frank McGee)
- ▶ Triton

Important Locations

- ▶ **Avengers Tower:** The Avengers' headquarters, owned by Tony Stark.
- ▶ **Doomenheim Museum:** This domain's version of the Guggenheim Museum.
- ▶ **Pizza My Heart:** Reportedly the best pizza-by-the-slice shop in Manhattan.
- ▶ **Quiet Room:** A nightclub in Grand Central Station. Star-Lord sings on stage here.
- ▶ **Triskelion:** Headquarters of the Ultimates, run by Nick Fury.
- ▶ **Union of Doom Square:** This domain's version of Washington Square, which features a statue of Doom on one knee atop Washington Square Arch.
- ▶ **Valhalla's Mead Hall:** Thors-only bar where they light funeral pyres for fallen Thors.
- ▶ **Voice Unheard Headquarters:** A secret hideout for the members of the Voice Unheard. Accessible through the basement of the Quiet Room.

MONSTER METROPOLIS

The Monster Metropolis is a massive cave system that sprawls beneath Manhattan, peopled by monsters of all kinds, although primarily vampires. Dracula is the leader here, and he regularly slaughters any challengers.

On Earth-616, the succubus Shiklah had married Deadpool, but in this domain's history, Dracula killed him and became engaged to Shiklah instead so he could unite the creatures of Monster Metropolis under his rule. Knowing that Dracula would betray her, Shiklah went in search of the Scepter of the Manticore, which she could use to kill him.

As predicted, Dracula ordered the Howling Commandos to kill Shiklah, but they sided with her instead. With their help—and that of Deadpool's ghost—Shiklah found the two pieces of the scepter, assembled them and defeated Dracula.

When she turned her ambition toward the surface world, though, the Thor Corps arrived and put a quick end to her plans.

Notable People

- ▶ Boatman
- ▶ Dracula
- ▶ Lady Shiklah

Thors

- ▶ Thor (Curt Connors/Lizard)
- ▶ Thor (Eric Brooks/Blade)

Howling Commandos

- ▶ Frankenstein's Monster
- ▶ Invisible Man
- ▶ Living Mummy (N'Kantu)
- ▶ Man-Thing
- ▶ Marcus (a centaur with a symbiote)
- ▶ Werewolf by Night (Jack Russell)

Important Locations

- ▶ **Dracula's Palace:** The headquarters of Dracula and his subjects, loyal or otherwise. It features a massive dining hall and a library in which Dracula sometimes greets guests.
- ▶ **River Styx:** An underground river that separates the land of the living from that of the dead. The Boatman brings the dead across it—and sends zombies to attack the living who dare to approach him.
- ▶ **Trail to Hell:** In the bowels of the Monster Metropolis, there's a trail that leads down into the afterlife. At the end of the trail, dead people walk into a portal to pass into the afterlife, but the living (as well as the undead) can use it to teleport to other domains in Battleworld.

ADVENTURE HOOKS

- ▶ **New Attilan:** Someone has made off with the Terrigen Crystals hidden away in New Attilan, making it impossible for the Inhumans to give powers to any more of their people. Was it the Black Cat or maybe some other



BARON (MONSTER METROPOLIS): DRACULA

Art by Salva Espín & Val Staples

super-thief? Is the thief looking for a ransom? Do they plan to use the crystals to attack one of the mutant domains, killing all the exposed mutants? Or is this yet another plot of Doom's?

- ▶ **Manhattan:** A massive reunion is planned in Central Park for all the people who lost someone in one universe to have a chance to meet an identical survivor (if there is one) in the other. Emotions run high, and fights break out. Who might the heroes find at such an event? Or might they be found by someone else? Can they help calm the crowd? Or are they too overwhelmed themselves? And whose idea was this anyway?
- ▶ **Monster Metropolis:** People have been going missing up above, showing signs of being drained by vampires. Dracula insists that his people had nothing to do with it, and he begs the heroes to prove their innocence. Was it Morbius, the Living Vampire? Dracula? A vampire from another domain? Or was Dracula lying about it the whole time?



Source: Earth-32134 and Earth-14029

Baron: Big Boss Maria Hill

Thor: Big Boss Maria Hill

DANGER

LOYALTY

4

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The City sits south of Manhattan, west of Doomstadt, north of the Warzone and east of New Mars and Higher Avalon. In the early days of Battleworld, some of the domains jockeyed for supremacy over the others. In those days, the City had four separate domains within its borders. They were:

- ▶ Forest Hills
- ▶ Holy Wood
- ▶ Mondo City
- ▶ Yinsen City

In the later days of Battleworld, only Mondo City and Yinsen City remained, but they had merged together as the City under the leadership of Baron Maria Hill of Mondo City and the Defenders of Yinsen City.

FOREST HILLS

Michael Korvac was the baron of this domain, which was based on Earth-61119. He and his wife Carina were benevolent and well-loved. When Doom named Michael as baron, though, the God Emperor required him to voluntarily limit his phenomenal powers.

Unfortunately, some people in the domain began suffering from “the Madness.” This involved remembering that Battleworld wasn’t as real as it seemed. Often the first sign was that they realized there should have been stars in the sky. When they fully succumbed, they became large, enraged monsters and began lashing out at everyone around them. The Guardians—the domain’s official protectors—usually had to kill them to put a stop to it.

When Carina Korvac succumbed to the Madness, the Guardians and the Avengers didn’t realize it was her—until they killed her and she reverted to her natural form. The investigations of the Madness eventually revealed the true cause: Michael Korvac himself.

Although Korvac had curbed his powers and erased his memories of the Seventh Cosmos, his subconscious fought against those limits. This eventually manifested as him accidentally turning others into monsters who had a fraction of his cosmic powers.

When Korvac finally realized what was happening, he removed the blocks on his abilities. He then shared the truth with the Guardians and Avengers. Doing so brought the Thor Corps down on their heads. Then, in an effort to undo the damage, Doom obliterated Forest Hills and Holy Wood from the face of Battleworld. As his final act, Korvac saved the Guardians and sent them into hiding in a different part of the planet. From there, they worked to join the Silent Chambers and help the growing rebellion against Doom.

Notable People

- ▶ Baron Michael Korvac
- ▶ Carina Korvac

The Guardians

- ▶ Charlie-27
- ▶ Geena Drake
- ▶ Major Victory (Vance Astro)
- ▶ Martinex (T’Naga)
- ▶ Nikki (Gold)
- ▶ Starhawk (Stakar Ogord)
- ▶ Yondu (Udonta)

Important Locations

- ▶ **Gramercy Park**
- ▶ **Guardians Mansion:** The baron’s official residence and the headquarters of the Guardians.
- ▶ **Overwatch:** A facility inside Guardians Mansion from which they can monitor much of Forest Hills.
- ▶ **Sanctum Sanctorum:** Starhawk’s home and workplace, located inside the Mansion.

HOLY WOOD

Simon Williams (Wonder Man) was the popular baron of this glamorous and faithful domain, which was based on Earth-61119, the same as Forest Hills. The Avengers served as both his security force and the domain’s super-hero team. They all died when God Emperor Doom obliterated both Holy Wood and Forest Hills.

Notable People

- ▶ Baron Simon Williams (Wonder Man)

The Avengers

- ▶ Black Panther (T’Challa)
- ▶ Black Widow (Natasha Romanoff)

- ▶ Captain Marvel (Mar-Vell)
- ▶ Hercules (Panhellenios)
- ▶ Jocasta
- ▶ Moondragon (Heather Douglas)
- ▶ Vision
- ▶ Yellowjacket (Hank Pym)

Important Locations

- ▶ Avengers Mansion

MONDO CITY

This domain sprang from Earth-32134, a world in which alien energies made everyone on Earth infertile, leading to a fascist takeover of the world's governments. To maintain the population, the people turned to cloning, and they used that process to create Bosses—law enforcers fashioned from Avengers' DNA—who served on the Boss Enforcement Council (BEC).

In Battleworld's Mondo City, Maria Hill was both the Thor and the baron of this domain, as well as the leader of the ruling body, the Council of Seven. Mondo City had over fifty million citizens, most stuffed into mile-high arcologies. The law was everything there, and it was enforced with great prejudice.

One such law was the Genetic Decency Act, which outlaws "mutations beyond the standard level." (In game terms, this means higher than Rank 4.) Exceptions were made for telepaths who joined the Boss System's Psionic Division.

Notable People

- ▶ Big Boss Maria Hill
- ▶ Boss Danny Cage
- ▶ Boss Emma Frost
- ▶ Boss Jack Magniconte (All-American)
- ▶ War Machine (A.I. tank)

Important Locations

- ▶ **Council of Seven Chambers:** The seat of power for the government of Mondo City.

YINSEN CITY

This domain came from Earth-14029, in which Tony Stark didn't create his first suit of Iron Man armor for himself but for Ho Yinsen. To honor Stark's sacrifice, Yinsen became the battle-suit-clad hero Rescue and led a global renaissance that nearly eliminated war, disease, climate change and poverty.

On Battleworld, Yinsen led the Defenders, working closely with She-Hulk (a Thor who wielded the Gavel of Thor), Kid Rescue (his daughter Antonia), White Tiger and Spider Hero. When Captain Britain (Faiza Hussain) of Earth-61112 arrived, speaking heresy about Doom, Yinsen confessed to agreeing with her, as did She-Hulk. In retaliation for their disloyalty, Doom allowed Mondo City to invade Yinsen City.

In the first assault, Boss Magniconte killed Rescue. However, the two sides eventually negotiated a truce that led to an alliance between Mondo City and Yinsen City.

Doom intended for this to happen, hoping that it would provide a place for any rebels on the planet to "escape" to. He believed he could keep them busy there, trying to figure out how to work with each other rather than challenging his rule.

Defenders

- ▶ Baron Ho Yinsen (Rescue)
- ▶ Kid Rescue (Antonia Yinsen)
- ▶ Spider Hero (Hobie Brown/Prowler)
- ▶ Thor She-Hulk
- ▶ White Tiger (Ava Ayala)

Important Locations

- ▶ **Yinsen Headquarters:** The skyscraper workplace and home of the Defenders. Ho Yinsen ran his domain from here before his death.

ADVENTURE HOOKS

- ▶ **Forest Hills:** The heroes audition to join the Guardians, who test them in mock combat. At crucial moments, though, the heroes fail, barring them from admission to the team. Did someone sabotage them? Was it one of the Guardians? Perhaps Korvac subconsciously prevented them from succeeding. In any case, might it be for the best?
- ▶ **Holy Wood:** The Avengers are always on the lookout for new members. The heroes are invited to join the team as part of their auxiliary, with the hopes that they might someday move up to be full-fledged members. When the main team leaves the district with Baron Williams, they leave the heroes in charge, which invites attacks from the Masters of Evil. Are they a true threat? Is this a test the Avengers set up for their auxiliary members? Or is something more sinister at work?
- ▶ **Mondo City:** If the heroes do anything unsanctioned by Big Boss Hill, they are declared outlaws and must submit to examination under the Genetic Decency Act. Do they seek asylum in Yinsen City? Do they go underground in Mondo City instead? Or might they be willing to take their chances with the strict justice system of the BEC?
- ▶ **Yinsen City:** People charged as criminals by the BEC accost the heroes and beg for asylum, without which the Bosses might execute them on the spot. Do the heroes hide them? Turn them over to the Defenders? Hand them over to the Mondo City authorities? Are the suspects truthful about the infractions they're being charged with, or are they hiding some truly awful crimes?



Source: Earth-32323

Baron: Iron Man (Tony Stark)

Thor: Unknown

DANGER

4

LOYALTY

—

In this domain, the superhuman civil war fought over the Superhuman Registration Act never ended. At the height of the tensions, the anti-registration forces led by Captain America (Steve Rogers) attacked Prison 42 in the Negative Zone in an effort to break the prisoners free. Iron Man's pro-registration forces were ready for them, though, and counterattacked.

During the battle, Black Panther (T'Challa)—who was on Captain America's side but had been replaced by the Skrull Queen Veranke—set off the prison's self-destruct system but claimed that Iron Man had actually done it. Cloak (Tyrone Johnson) tried to teleport everyone to safety, but he couldn't manage it before the explosion went off. He wound up carrying much of the blast to St. Louis, killing 15 million people (including, supposedly, T'Challa) and cutting a deep and long rift known as the Divide, separating the domain into east and west sections.

In the following six years of ever-mounting tensions, Iron Man oversaw the overpopulated eastern section, known as the Iron, while Captain America led the fewer people in the wide-open western section, known as the Blue. The Iron was able to trade with outside domains for much of what they needed, but they coveted the lands of the Blue, which was cut off from the other domains.

Despite years of war and mistrust, Iron Man and Captain America met in peace talks overseen by Miriam Sharpe, who'd lost a child in the incident that inspired the Superhuman Registration Act. She also worked to build literal bridges across the Divide. Unfortunately, she was assassinated during the talks by a bullet fired by Bullseye, intended for Captain America.

The two leaders eventually figured out that they had been fooled by a secret Skrull force hidden in the depths of the Divide and led by Queen Veranke. To end both the civil war and this secret invasion, the pair set off a Beast-designed bomb called Project Bellcurve to depower nearby superhumans and Skrulls in the domain. The explosion worked, but they both died in the blast.

NOTABLE PEOPLE

The Blue

- ▶ Beast (Hank McCoy)
- ▶ Black Panther (Azari, son of T'Challa and Storm)
- ▶ Black Panther (T'Challa/Queen Veranke)
- ▶ Captain America (General Steve Rogers)
- ▶ Hulk (Logan)
- ▶ Spider-Man (Peter Parker)
- ▶ Stature (Cassie Lang)
- ▶ Storm (Ororo Munroe)
- ▶ Venom (Clint Barton)

The Iron

- ▶ Captain Marvel (Colonel Carol Danvers)
- ▶ Emma Frost
- ▶ Iron Man (President Tony Stark)
- ▶ King Ock (Wilson Fisk, controlled by the arms of Doctor Octopus)
- ▶ Maria Hill
- ▶ She-Hulk (Jennifer Walters)
- ▶ Stark Sentinels (like regular Sentinels, but in Iron Man colors)
- ▶ War Machine (James Rhodes)
- ▶ Winter Soldier (Colonel Bucky Barnes/Skrull)

IMPORTANT LOCATIONS

- ▶ **The Divide:** A deep rift that divides the domain in two. The Skrulls set up a secret headquarters near the bottom of it.
- ▶ **Liberation:** The small capital city of the Blue. It's centered around a tall star-shaped building surrounded by concentric rings of red and white panels that offer partial shade to the places below.
- ▶ **Resilient Alpha:** The gigantic capital city of the Iron, a megalopolis teeming with too many people.
- ▶ **Steeltown:** An industrial outpost in the Blue, where the citizens handle much of their manufacturing, using whatever they can scrounge up.
- ▶ **Top-Secret A.I.M. Laboratory:** M.O.D.O.K.'s headquarters.

ADVENTURE HOOKS

- ▶ After the depowering, the few people in the domain who still have abilities are rare and prized. Peter Parker has taken over the Blue, and Jennifer Walters is now the domain's baron and in charge of the Iron, despite the fact that they both lost their powers. Someone is selling power-restoration collars, which work like power-dampening collars but reverse the effects of the bomb. The heroes are asked to investigate. Do the collars actually work? Or is it a con run by powered people from outside the domain? If the heroes can find a stash of collars, do they turn them in or keep them for themselves?
- ▶ Someone is taking down the remaining heroes in the domain, targeting those with High Tech and Special Training origins, which are mostly the only ones left. Do the heroes want to protect those under attack, or might they want to help take them down? Do they have High Tech powers of their own they want to keep safe? Or do they want to steal what others already have?



Source: Earth-82081

Baron: Unknown

Thor: Unknown

DANGER

2

LOYALTY

1E

The domain of New Quack City sits on the northern coast of the Inner Sea, surrounded by Marville to the west, Arachnia to the northwest, New Mars to the north, Warzone to the east and the Far East to the southeast. Almost all the people who live here are anthropomorphic animals residing in a version of Manhattan. The main exception is Howard the Human, a counterpart to Howard the Duck.

Most animal products are outlawed in New Quack City, as such things are uncomfortably close to the people who live there. The inhabitants generally manage as vegans, though—except for the vampires.

The police officers in the city are anthropomorphic dogs known as K-9s.

Blade (Eric Brooks) came to New Quack City to take down Drákula, a duck version of Dracula. When Howard the Duck saw them fighting, he instinctively took the side of the duck, and while he fought Blade, Drákula summoned a horde of vampire ducks. Fortunately, Blade the Duck (a duck version of Blade) showed up to destroy Drákula, putting an end to the fight.

Later, the Cat Lady hired Howard the Human to find Peter Possum, one of her gang who she thought was snitching on her. Howard needed the money to pay his debts to Adrian Toomes, but Peter turned up dead. The Cat Lady gave Howard twelve hours to find out who'd killed him. Howard managed to get the police, the Cat Lady and Toomes in Connors' Pub at the same time so he could reveal that Peter had faked his death.

NOTABLE PEOPLE

- ▶ Adrian Toomes (vulture version of the Vulture)
- ▶ Blade the Duck (Eric Brooks, duck version of Blade)
- ▶ Cat Lady (Felicia Hardy, cat version of the Black Cat)
- ▶ Curt Connors (lizard version of the Lizard)
- ▶ Drákula (duck version of Dracula)
- ▶ Howard the Duck (Howard Duckson of Warzone, Earth-32323)
- ▶ Howard the Human
- ▶ Mouse Murdock (mouse version of Daredevil)
- ▶ Ninja (monkey versions of Hand ninja)
- ▶ Peter Possum
- ▶ Wilson Fisk (gorilla version of Kingpin)

IMPORTANT LOCATIONS

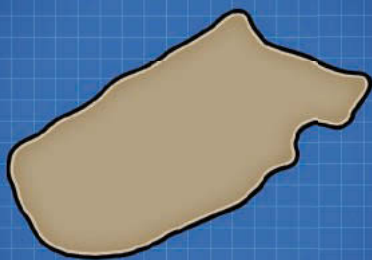
- ▶ **Cat Lady's Penthouse:** Her home and the headquarters of her gang.
- ▶ **Connors' Pub:** A bar in downtown New Quack City that caters to all sorts of anthropomorphic animals. Owned by Curt Connors.
- ▶ **Dirty Mallard:** A bar in the Duck District.
- ▶ **Duck District:** A neighborhood of anthropomorphic ducks.
- ▶ **Hen's Kitchen:** A tough neighborhood where Mouse Murdock keeps an office. Despite the name, all kinds of anthropomorphic animals live here.

ADVENTURE HOOKS

- ▶ Although bones are illegal in New Duck City, someone is making a lot of money smuggling them into the domain for the anthropomorphic dogs who are addicted to them. Many of the K-9s turn their snouts the other way just for a taste. Supposedly the bones come from animals in other domains, but could someone be butchering local mammals for them? If so, who's putting the animals down? Or could someone be bringing them in from the Deadlands?
- ▶ Howard the Human is desperate to get out of New Quack City so he can get a full breakfast with bacon and eggs. Maybe even find a date with an actual human. Sadly, he has no money to pay for transport, but he's willing to serve as a guide around town for any heroes on their way through. If the heroes are lucky, he might not blackmail them into taking him along when they leave.

24 THE FAR EAST

///COMSAT: ZOOM//ENHANCE///



Source: Earth-200111

Baron: Unknown

Thor: Unknown

DANGER

1

LOYALTY

—

The Far East domain does not have any known super-powered people. Instead, it is set in Asia in an era that appears to be the 1920s. It sits on the coast of the Inner Sea, between New Quack City to the northwest, Warzone to the northeast and the Valley of Flame to the east and south.

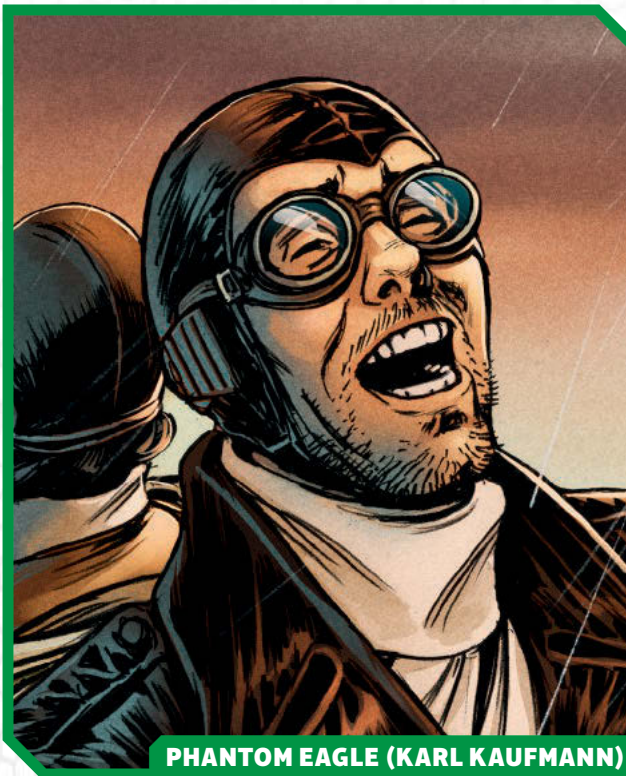
Much of the land is covered in tropical jungle and low mountains, but there are settlements along the coast—including on a few islands—that can be reached via cruise ship or private airplane. A train also runs from the coastal town of Cutlass Bay all the way to an American airstrip deep in the jungle.

World War I fighter pilot Karl Kaufmann lived in the region, often operating out of the American airstrip where his friend worked as the head mechanic. After abandoning his pregnant girlfriend—an island princess—he hired himself out to fly Clemmie Franklin to Port Song, where she would be able to catch a train to Singapore. Instead, a horrible storm swept their biplane into the Valley of Flame.

Kaufmann eventually escaped the Valley of Flame via another storm and crashed his Bristol F.2B Fighter on the shores of the Island of Dung, where the princess' father had banished her to a life of gathering guano and ox dung.

NOTABLE PEOPLE

- ▶ Clementine "Clemmie" Franklin-Cox
- ▶ Phantom Eagle (Karl Kaufmann)
- ▶ Princess
- ▶ Winch (airplane mechanic)



PHANTOM EAGLE (KARL KAUFMANN)

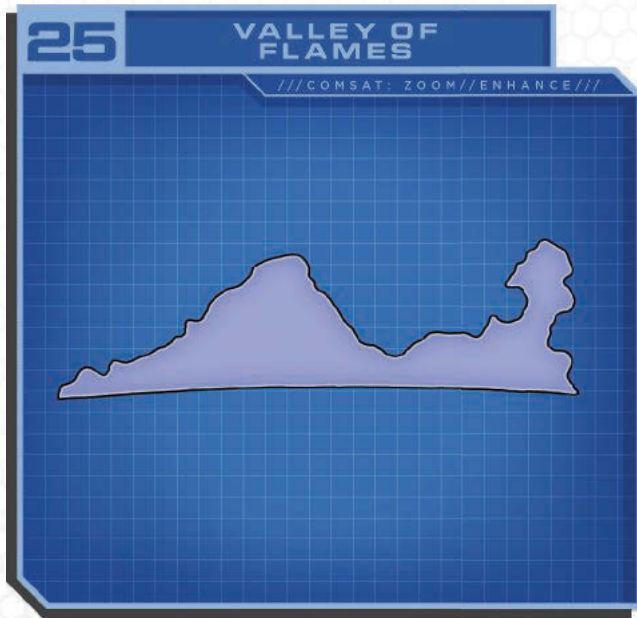
Art by Russell Braun & Dono Sánchez-Almara

IMPORTANT LOCATIONS

- ▶ American airfield
- ▶ Cutlass Bay
- ▶ Island of Dung
- ▶ Princess' village

ADVENTURE HOOKS

- ▶ The heroes wind up on the Island of Dung, where they discover that Karl Kaufmann has been secretly building a raft so he can get off the island. This is a dangerous way to travel, though, and he says that if they help him raise his biplane from where it sits on the sea floor, he can fly them out of there instead. Can they trust him? Should they inform the princess of his plans? Would he really leave his infant child behind?
- ▶ When the heroes arrive in the Far East, they hear about a rebel force hiding deep in the jungle outside the American airfield. They just have to get there and poke around to find it. Is this a ruse to lure them out to the airfield to get fleeced? Are there actually people in the jungle who can help them plot Doom's downfall? And if Karl Kaufmann gets wind of what they're doing, how much might it cost them—in either money or blood—to shut him up?



Source: Earth-23134

Baron: Unknown

Thor: Dino-Thor

DANGER

2

LOYALTY

—

Much like the Savage Land on Earth-616, the Valley of Flame is a tropical land in which dinosaurs of all types live and thrive. Pteranodons soar through the skies, and tyrannosaurs and velociraptors tromp through the undergrowth.

The Phantom Eagle (Karl Kaufmann) and his passenger Clementine Franklin-Cox crashed on a sandbar on a river near a village of cannibalistic pygmies after a storm swept Kaufmann's biplane to this domain from the Far East. After avoiding a tyrannosaur, they hiked downriver and took a canoe toward an island off the coast, nearly being eaten by a giant crocodile and a giant shark. On the island, a tribe of bikini-clad amazons captured them and brought them to their fort.

Many visitors came to the island over the years, swept there by strange storms. The men invariably attacked the amazons, and most paid for it with their lives. In an effort to gain his freedom, Kaufmann challenged the amazons to a match of single combat. Big Di accepted and knocked him down with one punch.

Rather than allow Kaufmann to be castrated, Clemmie arranged for him to be banished from the island. After saving the pygmy village from a velociraptor attack, Kaufmann persuaded them to attack the amazons. During the assault, he absconded with the parts he needed to fix his plane. He then managed to float it over a waterfall to get enough lift to start the plane's engine and escape back to the Far East.

Deeper in, the Valley of Flame is a wide and empty desert. However, Devil Dinosaur and Moon Boy lived there, along with Moon Boy's people, the New Folk.

Crossbones managed to escape the Deadlands and later came back to build a tunnel under the Shield, which runs along the southern edge of the Valley of Flame. Then, at Sheriff Strange's command, he sent a group of assassins through it to confirm the death of the Red Skull, who'd been banished to the Deadlands. The tunnel sits behind a ventilation shaft that runs through the Shield, and to access it, a person needs to get past the guards—including a tyrannosaur—then jam up and pass through a large ventilation fan. The door on the Deadlands side is coded to open only for people with the correct DNA: that of either Crossbones or the Red Skull.

NOTABLE PEOPLE

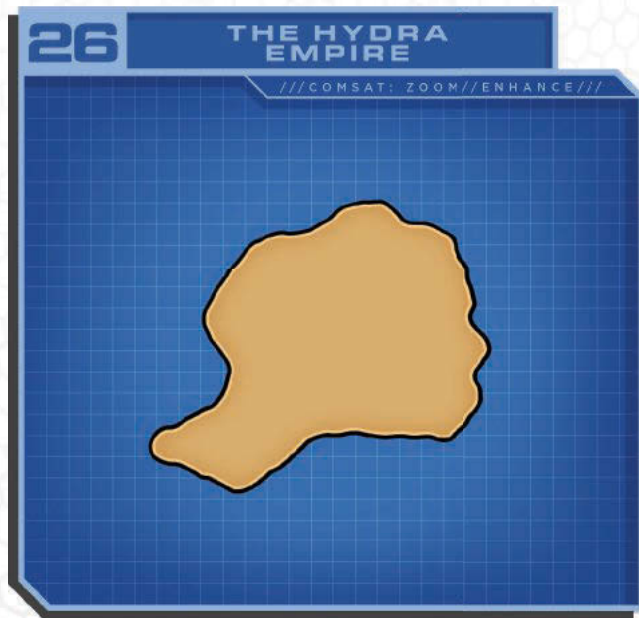
- ▶ Big Di (amazon warrior)
- ▶ Devil Dinosaur
- ▶ Dino-Thor (human-sized dinosaur man who became the region's Thor)
- ▶ Moon Boy

IMPORTANT LOCATIONS

- ▶ **Amazon Fort:** A wooden fort in the jungle on an island off the west coast. Nearly all of the inhabitants are women, with a rare few men kept imprisoned or enslaved.
- ▶ **New Folk Village:** A settlement of the New Folk, who live like cave people on the edge of the central desert.
- ▶ **Pygmy Village:** Sits in the jungle near a river that runs to the west coast.
- ▶ **Shield Tunnel:** A secret way through the Shield, set in the jungle near the domain's east coast.

ADVENTURE HOOKS

- ▶ Heroes traveling through the Far East are blown into the Valley of Flame by a horrible storm. They wind up near the amazon island and must hope that their more modern sensibilities match up better with those of the women living there. Do they strike an alliance with the amazons? Do they fight them? Do they use the place as a hideout for rebels in the area? Or do they leave as fast as they can manage?
- ▶ Someone has been experimenting on the region's dinosaurs, artificially evolving them into humanoid creatures, much like Dino-Thor. Is the High Evolutionary loose on Battleworld? If so, which domain did he come from? No matter who's creating the dinosauroids, why are they doing so? Simple scientific curiosity? To create an army to take over the domain? Or perhaps even to challenge Doom?



Source: Earth-85826

Baron: Arnim Zola

Thor: Unknown

DANGER	LOYALTY
3	2T

In this domain, Hydra reigns supreme over America. Arnim Zola is leader of the United Confederacy of Hydra and Doom's baron. Hydra propaganda posters are everywhere and Zola's face looms from every screen. Armored Hydra officers soar through the sky on jetpacks alongside nimble blimps, hunting for those violating the domain-wide curfew or laws of any other kind. The penalties for even the smallest crimes can add up to execution by being tossed into a furnace.

The disabled or the impure are executed immediately or sent to camps to be worked to death. Mutants have been hunted to extinction, but Zola uses weird science to turn others into mutates to fight in Hydra's never-ending wars.

The people here know of Doom, but they fear Hydra more. Despite that, there's an underground that tries to resist them both. Some of the members are mutates who have escaped Zola's service.

Zola has taken command of the symbiotes in this world too. He uses them to take over and control others. Sometimes, he wipes their minds to make them more docile, but other times, he leaves them aware to torture them.

At some point, Nomad (Ian Rogers) arrived here from the end of the Seventh Cosmos on the Infinite Elevator, a room-sized device that allows riders to travel between dimensions with the push of a button labeled with the number of the destination Earth. He met the Resistance and tried to help them, but his mere presence wound up getting them all killed instead. After confronting Arnim Zola and his Avengers, Nomad and a badly wounded Ellie Rogers—who'd been infected with a symbiote and then shot—found their way back to the Infinite Elevator and escaped.

NOTABLE PEOPLE

Hydra Empire

- ▶ Baron Arnim Zola
- ▶ Dum Dum Dugan
- ▶ Nick Fury Jr.
- ▶ Vipers (women soldiers with symbiotes)

The Avengers

- ▶ Captain Hydra (Leopold Zola/Nomad)
- ▶ Chancellor Cassandra
- ▶ Doctor Mindbubble (Horace Littleton)
- ▶ Iron Baron (Wolfgang Von Strucker)
- ▶ Iron Nail (Ran Shen)
- ▶ Lord Drain
- ▶ Venom (Eddie Brock)

The Resistance

- ▶ Ant-Man (giant-headed Hank Pym)
- ▶ Captain America (Steve Rogers)
- ▶ Captain Marvel (Carol Danvers with the powers of Mister Fantastic)
- ▶ Ellie Rogers (daughter of Steve Rogers and Sharon Carter)
- ▶ Hawkeye (Clint Barton)
- ▶ Matt Murdock
- ▶ Nick Fury
- ▶ Punisher (Frank Castle)
- ▶ Sharon Carter
- ▶ Tony Stark (artificial right arm)
- ▶ Li'l Ultron (Ant-Man's friendly assistant)
- ▶ Wasp (Jan Van Dyne, small half-wasp woman)

IMPORTANT LOCATIONS

- ▶ **Hydra Temple:** The main headquarters for Hydra and the residence of Arnim Zola.
- ▶ **Resistance Hideout:** In the sewers beneath Manhattan.
- ▶ **Times Square**

ADVENTURE HOOKS

- ▶ The crushing of the Resistance means someone needs to stand up to Hydra. The heroes are asked to liaise with a group of mutants (including Emma Frost and the Stepford Cuckoos) who have evaded detection till now. Can they persuade the hidden mutants to join the fight against Hydra? Or is this a trap planned by Zola to draw in do-gooders from other domains?
- ▶ Some within the Silent Chambers have suggested forging an alliance with Arnim Zola. Doom would never suspect it, they argue. The heroes are asked to sneak into the Hydra Empire and start negotiations with Zola. Can the man be trusted? What if his Avengers consider these talks as a sign of weakness and take the opportunity to overthrow him?



Source: Earth-23291

Baron: Miguel Stone

Thor: Unknown

DANGER

4

LOYALTY

—

In this futuristic domain, the residents believe it's the year 2099—which it was in the world from which Doom built the domain. Credits are the currency here, and most people work hard for them to earn a living in the towering skyscrapers of Nueva York. The domain sprawls along the eastern coast of the Doomsea. The Monarchy of M sits to its west, Killville and the Sentinel Territories stretch to the north, the Wastelands hunker to the east and Bar Sinister lurks to the south.

One of the most powerful corporations here is Alchemax, and its C.E.O. is Miguel Stone, also known as Spider-Man. Additionally, Stone serves as the domain's baron, having inherited both that position and his company after the retirement of his father, Tyler Stone.

Miguel also leads a new version of the Avengers. He has the powers of Spider-Man 2099, but he never wears the costume.

Most of the time, the baron seems to have a good handle on the domain, but rival organizations have open bounties on each of the Avengers, with up to five million credits on their field leader, Captain America.

All practicing super heroes are legally required to work for Alchemax. Those who refuse are categorized as super villains and subject to arrest.

At one point, the Avengers met the Defenders and Stone insisted on applying the law to force the Defenders to join his team. While they fought over this, a descendant of Baron Mordo—Martin Hargood—summoned a massive demon called the Dweller-in-Darkness. The Defenders and Avengers teamed up to fight the demon, which they managed to do after Namor brought the Atlantean monster Giganto into the battle, evening the odds long enough for Strange to banish the Dweller.

Afterward, Stone agreed not to prosecute the Defenders, allowing them to work independently downtown while the Avengers covered the uptown part of the domain.

NOTABLE PEOPLE

► Miguel Stone (Spider-Man/Miguel O'Hara)

Avengers

- Black Widow (Tania)
- Captain America (Roberta Mendez)
- Hawkeye (Max)
- Hercules Panhellenios
- Iron Man (Sonny Frisco)
- Vision (female)

Defenders

- Hulk (John Eisenhart)
- Silver Surfer (Norrrin Radd)
- Strange (Jean Davidson)
- Sub-Mariner (Roman)
- Valkyrie (Brunnhilde)

Villains

- Baron Mordo (Martin Hargood)
- Specialist

IMPORTANT LOCATIONS

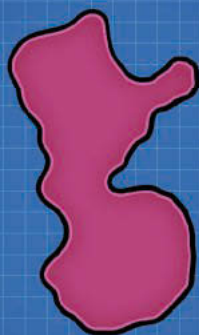
- **Alchemax Tower:** Headquarters for both Alchemax and the Avengers.
- **Latverian Cuisine:** A popular downtown restaurant.
- **Nueva York:** New York City of the year 2099.
- **Sanctum of Strange:** The Defenders' rallying point.
- **Times Square**

ADVENTURE HOOKS

- The Web-Warriors of Arachnia hear about Miguel Stone and want to meet him, believing him to be their old friend, Spider-Man 2099. He, however, wants nothing to do with them, so they ask the heroes to reach out to him on their behalf. Does he not remember them? Is he afraid of what Doom might do? Or is he simply reluctant to put his costume on again? Might he tell the heroes the truth? If he does, do they believe him?
- Legend has it that Doom originally sprang from the 2099 domain. Some people claim to remember his exploits from those days and have been turning them into holovid shows in the domain. The stories are just that, but Doom has declared them heresy and sends the Thor Corps to destroy all copies. The heroes have a chance to save the creators, but they must get them out of 2099 to someplace safe. Who can they turn to for help or at least a blind eye? Do the stories have anything that the Silent Chambers can use? Or are they all just the product of wild imaginations?

28 HALA FIELD

///COMSAT: ZOOM//ENHANCE///



Source: Earth-31333

Baron: Jacqueline Cochran

Thor: Thor (Kit Renner)

DANGER

LOYALTY

2

2T

In Hala Field, the people live on a 1980s-style U.S. Air Force base staffed entirely by women and featuring a jet-fighter team called Banshee Squadron. This is a relatively small domain, with the Warzone to the north, the Hydra Empire to the west and the Valley of Flame to the east and south. It also has a short stretch of shoreline on the Doomsea.

The base's commanding officer—Jacqueline Cochran—also serves as the domain's baron. Her main job is to keep the airbase battle-ready while ensuring that Doom has no reason to visit. To that end, she usually follows his orders to the letter.

Banshee Squadron is nicknamed the Carol Corps because of its most famous member: Carol Danvers. Captain Marvel has her regular super-powers and flies alongside the rest of the squadron members, who pilot fighter jets while wearing helmets labeled with their call signs. Kit Renner—once a young super-fan of Captain Marvel—serves as the domain's designated Thor.

The members of Banshee Squadron wrestled with the contradictions between Doom's law and science, with some of them edging over into blasphemy. When the squadron was sent to destroy a ship supposedly full of Ultron drones, Marvel spotted a man on the deck of the *Albatross* and rescued him. It turned out to be Captain James Rhodes of the Limbo domain.

Fueled by the revelation that Cochran and Doom had been lying to them, the members of Banshee Squadron made a plan to learn what was in the sky. As they escaped with their planes and Captain Rhodes, Cochran sent jets after them with orders to shoot them down. When that failed, the Thor Corps went after them. Danvers and most of Banshee Squadron were last seen rocketing through the atmosphere, reaching for outer space.



BARON: JACQUELINE COCHRAN

Art by Laura Braga, Paolo Pantalena & Lee Loughridge

NOTABLE PEOPLE

- ▶ Doctor Farzana Nayar
- ▶ Jacqueline Cochran
- ▶ James Rhodes (War Machine)

Banshee Squadron

- ▶ Bijoux "Busy Bee" Kawasaki
- ▶ Captain Marvel (Colonel Carol Danvers)
- ▶ Geraldine "Blaze" Quimby
- ▶ Helen "Pancho" Cobb
- ▶ Jolene "Knock Knock" Saulsby
- ▶ Maggie "Big Mack" McMorrow

IMPORTANT LOCATIONS

- ▶ Banshee Squadron barracks
- ▶ Hala Mission Control
- ▶ Office of Baroness Cochran

ADVENTURE HOOKS

- ▶ During their escape, Banshee Squadron was forced to leave behind two people: Rhodes and Pancho. The heroes are asked to go back to Hala Field, see what happened to them and, if possible, rescue them. Are Rhodes and Pancho still hiding out? Have they been arrested? Either way, where are they now? And can the heroes convince them to join them and the Silent Chambers?
- ▶ The heroes get a report that Banshee Squadron made it all the way to Knowhere and are asked to confirm and report back. When they get to Knowhere, everyone denies even having heard of the squadron, much less seeing them. Are the Guardians of the Galaxy hiding them on Knowhere? Have they gone somewhere else? Or did most, if not all, of them die in space?



Source: Earth-58163

Baron: King Erik Magnus (Magneto)

Thor: Unknown

DANGER

4

LOYALTY

—

In this domain, the people live in Genosha under the rule of King Erik Magnus, formerly known as Magneto. The land has a long coastline that reaches toward Doomstadt across the Straits of Doom, which separate the Northern Sea and the Doomsea. It sits south of Killville and west of 2099.

Years ago, Erik led the mutant revolution against humanity and won. As king, he has Sentinels that serve him rather than attacking his people. They also serve as transport for the mutant strike team known as the Red Guard, the sharp point of S.H.I.E.L.D., which is run by Sebastian Shaw.

Humans are oppressed here, often called *flatscans* or *sapes*. While most of the royal family backs this, Wanda's children—Thomas and William—agitate for human rights, despite the embarrassment this causes their mother.

Luke Cage leads the Human Resistance Movement (HRM), a team of human super heroes dedicated to taking down the king so that humans can once again live free.

Namor rules the Kingdom of Atlantis somewhere off the coast of the Monarchy of M. As a mutant himself, he has designs on Erik's throne.

Over time, Magnus has become bored with his triumph. Having delegated much of the work of governing to his children or underlings, he whiles away the hours reading and playing chess.

Pietro plotted with Namor to have Atlantis invade Genosha and kill Magnus so that Pietro could inherit the throne. At about the same time, the Red Guard nearly destroyed the Human Resistance Movement, with only Black Cat, Hawkeye and Misty Knight able to escape. They teamed up with Death Locket and her army of robotic Deathloks to

sneak into Castle Magnus so Hawkeye could shoot the king with a gadget that negated his powers. At the worst moment in that fight, Namor flooded the castle with a tidal wave.

Erik was forced into hiding while Pietro claimed his throne, and Erik and Lorna wound up working with his human attackers to start a jailbreak at the Human Re-Education Center. The larger force then squared off against the Red Guard while Erik, his grandsons, Lorna and a select group of humans defeated Namor and Pietro, putting an end to the coup attempt. Afterward, as payback for their help, Erik let his human allies go free.

NOTABLE PEOPLE

The Royal Family

- ▶ King Erik Magnus (Magneto)
- ▶ Prince Pietro Magnus (Quicksilver)
- ▶ Princess Lorna Magnus (Polaris)
- ▶ Princess Wanda Magnus (Scarlet Witch)
- ▶ Thomas Magnus (Speed)
- ▶ William Magnus (Wiccan)

S.H.I.E.L.D./Red Guard

- ▶ Magma (Amara Aquilla)
- ▶ Marrow (Sarah)
- ▶ Mystique (Raven Darkhölme)
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Rogue (Anna Marie)
- ▶ Sasquatch (Walter Langkowski)
- ▶ Sebastian Shaw
- ▶ Toad (Mortimer Toynbee)
- ▶ Wolverine (Logan)

Human Resistance Movement

- ▶ Black Cat (Felicia Hardy)
- ▶ Bullseye (Lester)
- ▶ Death Locket (Becca Ryker)
- ▶ Hawkeye (Clint Barton)
- ▶ Iron Fist (Danny Rand)
- ▶ Luke Cage
- ▶ Misty Knight
- ▶ Shang-Chi
- ▶ Stature (Cassie Lang)

IMPORTANT LOCATIONS

- ▶ **Castle Magnus:** Capital of the domain and home of the royal family.
- ▶ **Death Locket's Underground Armory:** Her hideout and the home of her Deathlok army.
- ▶ **Magneto's Private Study:** Where he reads and plays chess—and keeps Fin Fang Foom chained up.
- ▶ **Human Quarter:** Where regular humans are permitted to live in Genosha. Also known as the Genoshan Slums.

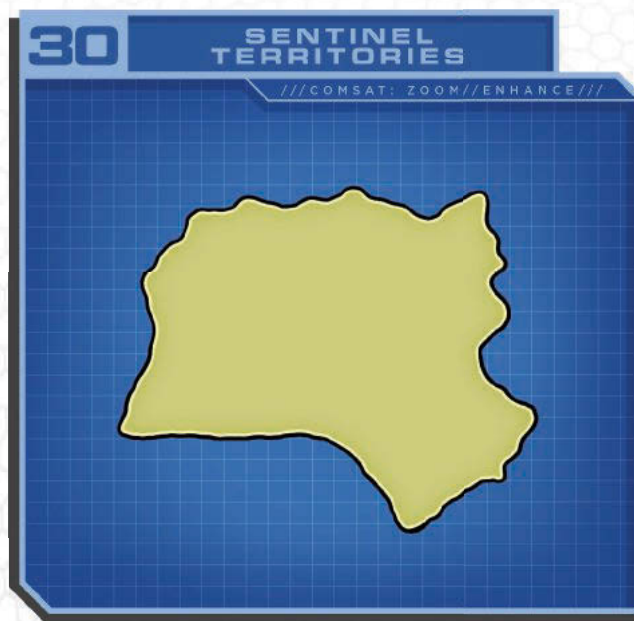
- ▶ **Human Re-Education Center:** A prison for humans, rebels or not.
- ▶ **Josie's Bar:** A bar that serves as the hideout for the HRM.
- ▶ **S.H.I.E.L.D. Helicarrier Vanguard:** The Red Guard's headquarters.

ADVENTURE HOOKS

- ▶ The heroes get word of a terrorist attack that aims to murder most of the mutants in the domain by use of the Legacy Virus, a Terrigen Cloud or some other means. Do they try to help it happen? Do they try to stop it? Does S.H.I.E.L.D. even believe them? Or could the Red Guard actually be behind it?
- ▶ Spurred by recent actions, Erik starts an underground movement to free mutants in all the domains. He's not willing to invade a neighboring domain without permission from Doom, but he's secretly making his domain a refuge for mutants from everywhere. Can the heroes aid his efforts? Or might they work to thwart his ambitions—perhaps even to draw enough attention to force Doom to take action against him? Or can Erik become the greatest ally the Silent Chambers has ever had?



Art by Kris Anka



Source: Earth-25158

Baron: President Robert Kelly

Thor: Unknown

DANGER

4

LOYALTY

1T

This domain sits on the southern shore of the Northern Sea, east of Killville, west of Mutopia and north of 2099 and the Wastelands. Here mutants were outlawed fifteen years ago and rounded up by Sentinels into concentration camps under the authority of the Mutant Control Act. That oppressive law passed after the failed attempt by mutants to assassinate Senator Robert Kelly, who went on to become President of the United Doomstates.

Many mutants are missing or dead. Captured mutants must wear collars that dampen their powers, but a few—like Logan and his adopted son, Cameron—still roam free. Magneto was injured in the roundups and now uses a wheelchair.

Ariel (Kate Pryde) and Colossus had two children. They gave Cameron to Logan as they were captured so he could raise the boy free. Chrissie Pryde was born in the camps. Together, they were the last two children born to mutants before the program to sterilize all mutants began.

In New York City, food is scarce, as is medicine. A lack of fuel and electricity forces people to pull cars and buses with horses. Zoo animals wander the streets. Despite this, Kate and Chrissie sometimes get permission to roam New York to look for mutants on behalf of the United Doomstates.

The Sentinels have been upgraded over the years to fire optic blasts, and to differentiate them, they look like giant Doombots, called Doom Sentinels. They are powered by Storm, who's been imprisoned and forced to supply electricity for them.

The free mutants mostly live in an underground hideout called Centrum. Lockheed guards the place, having grown to the size of an airplane.

As a vote was coming up to overturn the Mutant Control Act, Rachel Summers—who'd been working with the government—discovered that a Sentinel had been programmed to murder President Kelly. To stop this, a core team of mutants imprisoned in the Bronx escaped and fled to Centrum with Cameron and Logan.

When the Doom Sentinels busted into Centrum, the mutants fled, some of them taking sanctuary in the Doom Cathedral overseen by Father Kurt Wagner (Nightcrawler). From there, they tried to liberate the last mutant camp, but it turned out to be a trap sprung with mutant collaborators whose collars let them keep their powers but could kill them instead.

Chrissie and Cameron then discovered that Kelly had staged the Sentinel attack as a means to show how dangerous mutants still were. However, Rachel and Magneto had reprogrammed the Sentinel to kill Chrissie and Cameron as they rescued Kelly, believing they needed not just to save the president but also to provide martyrs to their cause.

Disgusted, Cameron decided to kill Kelly to force a final purge of all mutants. With no other options, Chrissie killed him before he could do it. Afterward, the last one hundred mutants returned to the cathedral to claim sanctuary and pray for mercy—or make one last stand.

NOTABLE PEOPLE

- ▶ President Robert Kelly

Imprisoned Mutants

- ▶ Ariel (Kate Pryde)
- ▶ Blob (Fred Dukes)
- ▶ Christina Pryde
- ▶ Colossus (Piotr Rasputin)
- ▶ Magneto (Erik Lehnsherr)
- ▶ Mystique (Raven Darkhölme)
- ▶ Phoenix (Rachel Summers)
- ▶ Storm (Ororo Munroe)

Free Mutants

- ▶ Angel (Warren Worthington III)
- ▶ Cameron Logan
- ▶ Nightcrawler (Father Kurt Wagner)
- ▶ Wolverine (Logan)

Mutant Collaborators

- ▶ Avalanche (Dominic Petros)
- ▶ Destiny (Irene Adler)
- ▶ Pyro (St. John Allerdyce)

IMPORTANT LOCATIONS

- ▶ **Centrum:** The free mutant hideout, in the city's sewers.
- ▶ **Doom Cathedral:** A church near Coney Island.
- ▶ **Mutant Internment Camp No. 1432:** A camp across the street from the Doom Cathedral. Supposedly the last such camp standing.



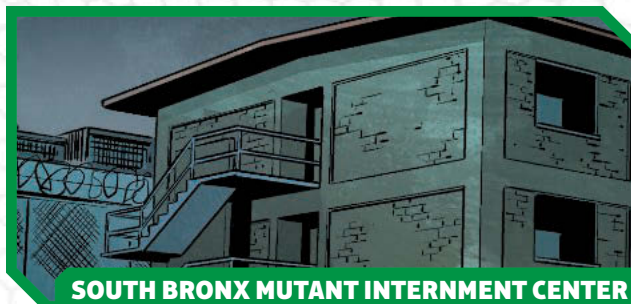
BARON: PRESIDENT ROBERT KELLY

Art by Mike Norton & FCO Plascencia

- ▶ **New Kent Military Base:** Where Mystique and Blob were kept.
- ▶ **South Bronx Mutant Internment Center:** Where Ariel, Colossus, Magneto and Phoenix were kept along with Chrissie.

ADVENTURE HOOKS

- ▶ The mutants call for help in their last stand in the cathedral. The police have laid siege to the building, demanding the mutants surrender so they can provide medical aid to the wounded, but the mutants are afraid to comply. Can the heroes negotiate a truce? Can they sneak the mutants away? Or will they stand beside them as they try to fight their way out instead?
- ▶ President Kelly had more mutants kept in comas in the New Kent Military Base. No one's sure which ones, but they must have been too powerful to control any other way. Legion? Madelyne Pryor? Emma Frost? Proteus? Can the heroes sneak into the building and figure out who's being held? If so, can they free them? Or might that be too dangerous to accomplish?



SOUTH BRONX MUTANT INTERNMENT CENTER

Art by Mike Norton & FCO Plascencia



Source: Earth-21923

Baron: Unknown

Thor: Unknown

DANGER	LOYALTY
2	1E

This domain began as an alternate future in which the world's heroes all fell, as part of which Mysterio fooled Wolverine into murdering all of the X-Men. Fifty years later, in the battered ruins of America, the Hulk and his clan killed Logan's family, and in revenge, Logan slaughtered all the Hulks but for an infant: Hulk Jr. Logan brought the baby back home to raise with the help of Danielle Cage, the daughter of Luke Cage and Jessica Jones.

The landlocked domain consists mostly of the Nevada desert near what was once Las Vegas, in the Kingdom of the Kingpin in a land called Amerika. It sits south of the Sentinel Territories, Mutopia and Westchester; west of the Domain of Apocalypse; north of Limbo; and west of 2099 and Bar Sinister.

Dedicated to helping people once more, Logan went to New Vegas to kill Gladiator and his gang (the Flying Devils) who

were running the city and trafficking children. The people he thought he'd freed, though, didn't have any idea what to do next, but he warned them to build something better or he'd be back again.

On Logan's way back, an Ultron 5 head fell from the sky, and he decided to investigate it after checking in at his home. This led him to Hammer Falls, Nevada, to question an Ultron 8 that lived there about the head. Instead, he discovered that a gang called the Punishers had killed or kidnapped everyone except Emma Frost, who lay dying. She told him that the head came from over the walls that separated them from the rest of the world. Soon after, he climbed out of the Wastelands.

NOTABLE PEOPLE

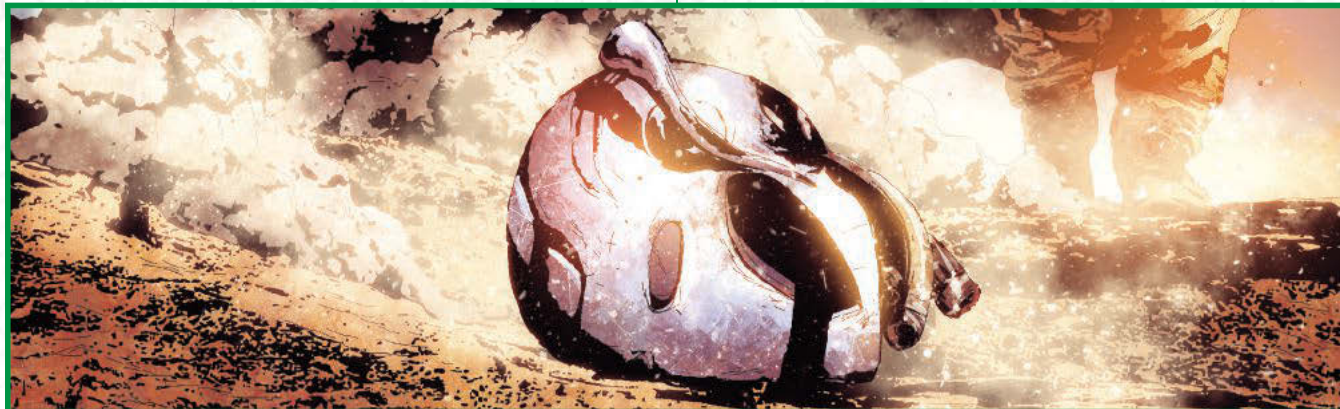
- ▶ Danielle Cage
- ▶ Gladiator (Melvin Potter)
- ▶ Hulk Jr.
- ▶ Old Man Logan

IMPORTANT LOCATIONS

- ▶ **Hammer Falls:** A city in the desert, outside of which an abandoned Mjolnir still rests where it fell.
- ▶ **Logan's home:** A quiet little place in the middle of nowhere.
- ▶ **New Vegas:** The ruined remains of Las Vegas. A Heli-carrier still hangs partially embedded in the side of the high-rise hotel into which it crashed.

ADVENTURE HOOKS

- ▶ The heroes enter New Vegas just ahead of the Punishers, a gang bent on a killing spree. Now that the Flying Devils are gone, they want to make the place theirs. Do the heroes hide or try to stop them? When they leave, will another gang simply charge in and try the same thing? What can they do to stop it? Does the Thor Corps even care?
- ▶ While poking around Hammer Falls, the heroes find clues that a cell of rebels had lived there, working to eventually overthrow Doom. They also find a Punisher who was left there for dead during the massacre, and she says she can lead the heroes to the rebel hideout. It is, of course, a trap, but is the rumor real? If so, how can they help? If not, can they start a rebel hideout here now?



Art by Andrea Sorrentino & Marcelo Maiolo



Source: Earth-55133

Baron: Magneto

Thor: Unknown

DANGER

4

LOYALTY

—

This domain sits on the south shore of the Northern Sea, nestled between the Sentinel Territories to the west, the Wastelands to the south and Westchester to the east. Many years ago, Professor X killed himself rather than let his sister Cassandra Nova use Cerebra to erase all mutants. The psychic feedback of Xavier's death knocked Jean Grey into a coma, and she's been trapped in a Phoenix egg ever since.

Magneto became the leader of the mutants and the Xavier Memorial Education Nexus, colloquially known as the Atom Institute. Although it takes in students of all kinds, over ninety percent of them are mutants.

Mutants have skyrocketed in popularity under his guidance, so much so that most humans wish to be like them. The U-Men organization exists to steal mutant organs and powers. At the Mutoptia Medical Center, Beast works as a fertility doctor who helps aspiring parents produce children with the X-Gene.

Meanwhile, Cyclops and Emma Frost live at the Xavier Mansion, where the school has long closed down.

It turned out that Magneto used the Phoenix egg to pump Mutant Growth Hormone into his students to increase their powers. At the same time, he used the egg to inhibit the powers of the X-Men so they could be no threat to him. However, Quentin Quire betrayed him, alerting Frost so she, Cyclops and Wolverine could break Xorn out of the U-Men base. They then attacked the Atom Institute, hoping to free Grey.

A legion of variants of Beast arrived, each controlled by a sentient hive mind virus named Sublime. As things looked hopeless, Professor X's mind emerged from the Phoenix egg and took over the body of Quentin Quire, whom Magneto had killed. He eradicated Sublime just before the Phoenix

egg hatched and Jean Grey emerged, possessed by Cassandra Nova. Desperate to keep her from winning, Xavier possessed the willing Wolverine, and the two of them killed Nova/Grey as she killed them.

The resulting blast destroyed the Atom Institute and everyone in it. Only Xorn, who became the new host of the Phoenix, survived.

NOTABLE PEOPLE

- ▶ Cassandra Nova
- ▶ Sublime

New X-Men

- ▶ Angel Salvatore
- ▶ Basilisk (Michael Columbus)
- ▶ Beak (Barnell Bohusk)
- ▶ Dust (Sooraya Qadir)
- ▶ Glob Herman (Robert Herman)
- ▶ Magneto (Erik Lehnsherr)
- ▶ No-Girl (Martha Johansson)
- ▶ Quentin Quire
- ▶ Stepford Cuckoos

Old X-Men

- ▶ Beast (Hank McCoy)
- ▶ Cyclops (Scott Summers)
- ▶ Emma Frost
- ▶ Wolverine (Logan)
- ▶ Xorn (Kuan-Yin Xorn)

IMPORTANT LOCATIONS

- ▶ **Club Morlox:** A mutant night club.
- ▶ **District X:** A mutant neighborhood in Manhattan. Beast lives here.
- ▶ **Harry's Hideaway:** A bar near the Xavier Mansion.
- ▶ **Mutoptia Medical Center:** Beast works here.
- ▶ **U-Men base:** Where Xorn was being held prisoner.
- ▶ **Xavier Mansion**
- ▶ **Xavier Memorial Education Nexus:** Magneto's school, A.K.A. the Atom Institute.

ADVENTURE HOOKS

- ▶ Xorn as host of the Phoenix Force might be a great help in the rebellion against Doom. The heroes are asked to find him and get him to join the Silent Chambers. Can they find him? Does he want to be found? What if he refuses to join them? Maybe worse, what if he does?
- ▶ Due to Beast's efforts, more mutants are coming of age in Mutoptia. The heroes are asked to restart the school in the empty Xavier Mansion with an all-new class of mutants. Alternatively, they could be the new students. What forces might conspire to control them? Can the new headmaster also take over as the domain's new baron? How might Doom choose to influence them?



Source: Earth-15730

Baron: Robert Kelly

Thor: Unknown

DANGER

4

LOYALTY

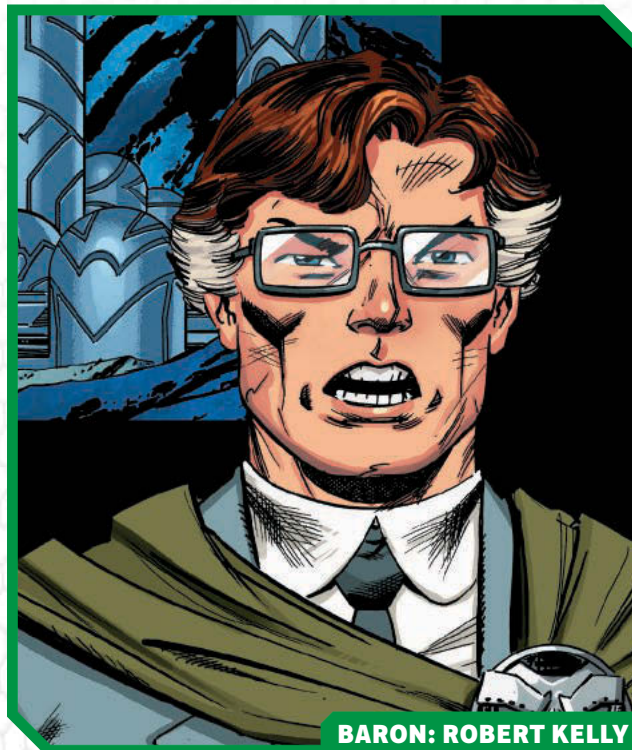
1T

This mutant-dominated domain sits on the south coast of the Northern Sea, with Mutopia to the west, the Wastelands to the south and the Domain of Apocalypse to the east. The X-Men and the Brotherhood of Evil Mutants fought here in the Westchester War. Five years of conflict culminated in the destruction of Asteroid M and the death of Magneto, ending the war, and the domain embraced the X-Men as heroes. Despite that, sometimes, free-range Sentinels still plague the domain, ignoring their orders to stand down.

Baron Robert Kelly—who rides around the domain in a flying chariot pulled by warwolves (genetically engineered trackers)—signed the Westchester Treaty to end the war. Afterward, he worked with Cassandra Nova to establish the Bureau of Super-Powers (BSP) to oversee super-powered people. As part of that, she set up the Clear Mountain Institute, where super-powered criminals—like the surviving members of the Brotherhood—could be rehabilitated.

Unfortunately, the Shadow King possessed Nova from the start. He used her powers to brainwash the mutants at the Clear Mountain Institute, running them through an experience in the Astral Plane that she calls a Mind Field. It mostly worked, turning many violent mutants into model citizens, but Clear Mountain also segregated the failures away, including the Rej-X, mutants who were visibly not human.

Six months after the war, when the X-Men came to the institute to investigate Clear Mountain, Nova offered to run them through the Mind Field too. At the same time, the Shadow King entered the Astral Plane to strike down Professor X, who'd remained in the X-Mansion. Jubilee was



BARON: ROBERT KELLY

Art by Scott Koblish & Matt Milla

deemed too young to take part in the Mind Field, but the other X-Men joined in the treatment.

X-Force heard Professor X's psychic distress call and came to the rescue. Psylocke helped Professor X while the others went to Clear Mountain. The X-Men and X-Force rallied to remove the Shadow King from Nova and defeat him and a conglomerated creature made of the remains of several Sentinels, known as the Ten-Sentinel. They saved Baron Kelly too.

In the aftermath, the X-Men reopened the Xavier Institute and admitted a new class of students, many drawn from the team known as Generation X. Cyclops and Jean Grey left for a long-needed vacation, handing over leadership of the X-Men to Storm.

NOTABLE PEOPLE

► Baron Robert Kelly

X-Men

- Beast (Hank McCoy)
- Cyclops (Scott Summers)
- Gambit (Remy LeBeau)
- Jean Grey
- Jubilee (Jubilation Lee)
- Professor X (Charles Xavier)
- Rogue (Anna Marie)
- Storm (Ororo Munroe)
- Wolverine (Logan)

Clear Mountain Institute

- Cassandra Nova
- Shadow King

Rej-X

- ▶ Artie Maddicks
- ▶ Caliban
- ▶ Chamber
- ▶ Feral
- ▶ Leech

X-Force

- ▶ Archangel (Warren Worthington III)
- ▶ Bishop (Lucas Bishop)
- ▶ Cable (Nathan Summers)
- ▶ Deadpool (Wade Wilson)
- ▶ Domino (Neena Thurman)
- ▶ Psylocke (Besty Braddock)

IMPORTANT LOCATIONS

- ▶ **Clear Mountain Institute:** Cassandra Nova's mountain-based headquarters and violent mutant rehabilitation facility.
- ▶ **New Salem Mall:** A Westchester shopping center featuring Lazer Hut 2000 laser tag.
- ▶ **X-Mansion:** The X-Men's headquarters and home.
- ▶ **X-Museum:** A war memorial and celebration of mutant heroes.

ADVENTURE HOOKS

- ▶ The heroes discover that Cassandra Nova still has control over many of the mutants who were brainwashed at the Clear Mountain Institute. To be free, each of them needs to face a situation that forces them to use their powers. Should the heroes help pacified mutants throw off their brainwashing? Would that mean violent mutants would then revert to form? Or might they take advantage of the situation in other ways instead?
- ▶ Rumor has it that the Domain of Apocalypse is planning to instigate enough trouble in Westchester that Baron Kelly would beg Baron Apocalypse for help, leading to a de facto annexation of this domain. Is there any truth to this? If so, what can the heroes do to stop it? Are they willing to expose the plot to Doom, even if it means drawing the God Emperor's attention to them as well?



Source: Earth-11131

Baron: Baron Mordo, later M.O.D.O.K.

Thor: Unknown

DANGER

4

LOYALTY

1E

Killville resembled a twisted version of Los Angeles. It was ruled by the Assassins Guild—which had the power to commission and sanction killings—and overseen by Baron Karl Mordo and Clea. The domain served as a buffer between the Monarchy of M to the southwest and the Sentinel Territories to its east, but the natural conflict between those neighbors sometimes spilled over their borders.

In his role as the head of A.I.M., M.O.D.O.K. was one of the most successful killers in Killville, claiming to have murdered all of the heroes in the domain. However, he worked independently of the Assassins Guild and often found himself at odds with the Triumvirate that governed them.

In an effort to get rid of M.O.D.O.K. and lure Sheriff Strange into a trap, Mordo shot down a passing Thor (Angela) so that she would fall at M.O.D.O.K.'s feet. Instead of attacking her, though, M.O.D.O.K. fell in love with her at first sight. He helped defend her from other attackers and destroy Mordo and the Assassins Guild, and in return for his assistance, he was made the domain's new Baron.

Killville did have an overwhelmed police force that tried to protect innocent civilians, but they were often corrupt as well.

Kraven ran a domain-wide game called the Hunt, in which he promised a fortune to anyone who could return a special coin to him in his Jungle World Casino. Those who had the coin became targets of everyone else who wanted it, and when they made it to the casino, Kraven's Ultron drone employees immediately announced their intent to everyone in the building, always inciting a free-for-all.

NOTABLE PEOPLE

Heroes

- ▶ Misty Knight
- ▶ Paladin

Villains

- ▶ Baron Karl Mordo
- ▶ Clea
- ▶ Crossbones (Brock Rumlow)
- ▶ Deadpool (Wade Wilson)
- ▶ Kraven the Hunter (Sergei Kravinoff)
- ▶ Mister Sinister (Nathaniel Essex)
- ▶ Ultron drones
- ▶ Venom (Eddie Brock)
- ▶ Winter Soldier (Bucky Barnes)

The Triumvirate

- ▶ Kingpin (Wilson Fisk)
- ▶ Shroud (Maximillian Coleridge)
- ▶ Viper (Ophelia Sarkissian)

IMPORTANT LOCATIONS

- ▶ **Assassins Guild HQ:** Where the Triumvirate meets and sets up contract killings.
- ▶ **Dark Domain of Mordo:** Mordo's HQ in Griffith Park, which sits on an island floating above Killville.
- ▶ **Jungle World Casino:** A gambling house run by Kraven the Hunter.

ADVENTURE HOOKS

- ▶ M.O.D.O.K. starts hunting for miscreants who have broken Doom's law so that he can summon Thor (Angela) back to his domain. If he can't find anyone committing such a crime, he's happy to frame someone. Are the heroes the marks in this con? Or are they trying to help someone who is? And to what lengths might M.O.D.O.K. go to keep them from telling Angela the truth?
- ▶ Word hits the streets that Kraven's coin has been returned, and for his next Hunt, he wants a bigger prize: Doom's mask! If confronted, Kraven vehemently denies offering a reward for any such thing, as he knows that's inviting certain death. Is he lying? Is someone trying to get him out of the way so they can take over his casino? Or is something deeper at stake here?



Source: Earth-16191

Baron: She-Hulk (Jennifer Walters)

Thor: Sam Wilson (Falcon)

DANGER

4

LOYALTY

1T

Arcadia sits on a large island in the southern part of Battleworld, just north of the Shield. Modernized Mediterranean architecture dominates the landscape, which features golden stone and red-tile roofs.

A super-hero team known as A-Force serves as this relatively peaceful domain's primary defense. She-Hulk both leads the team and serves as the domain's baron, keeping peace for Doom. All of the members of the team are women, although there are male super heroes, too, including several X-Men and Namor, who lives in the waters off the coast with Namora and Namorita.

Loki—in female form—had taken in America Chavez and Nico Minoru as her wards. Hungry for power, she tricked both Chavez and She-Hulk into violating their domain's borders, framing them for breaking Doom's law. At the same time, her actions brought the mysterious Singularity—a living pocket dimension—to Arcadia. Loki hoped the newcomer would take the blame for the disruptions she was causing. When Loki's deception was revealed, she damaged the Shield, letting the zombies of the Deadlands into Arcadia. Only the sacrifice of Singularity stopped the invasion.

NOTABLE PEOPLE

A-Force

- ▶ America Chavez
- ▶ Captain Marvel (Carol Danvers)
- ▶ Dazzler (Alison Blaire)
- ▶ Ghost-Spider (Gwen Stacy)

- ▶ Loki
- ▶ Medusa (Amaquelin)
- ▶ Nico Minoru
- ▶ She-Hulk (Jennifer Walters)
- ▶ Singularity

The Sub-Mariners

- ▶ Namor
- ▶ Namora
- ▶ Namorita

IMPORTANT LOCATIONS

- ▶ **Arcadian Plaza:** An open plaza outside the Hall of Justice.
- ▶ **Bishop Lighthouse:** A lonely lighthouse that sits on Arcadia's coast.
- ▶ **Hall of Justice:** A-Force's headquarters.
- ▶ **Xavier's School for Gifted Youngsters:** The X-Men headquarters.

ADVENTURE HOOKS

- ▶ America Chavez claims that Loki's actions must have been part of a plan to instigate a rebellion against Doom (much in the same way that Loki's trickery brought together the original Avengers). She worries that She-Hulk is far too trusting of Doom's intentions, and she asks the heroes for help undermining the baron. Is Chavez right? Can the heroes trust her? Is she even Chavez in the first place?
- ▶ Namor disappears somewhere off the coast of Arcadia, and Namora and Namorita ask the heroes to help them find him. Was he kidnapped by the residents of neighboring Limbo or Bar Sinister? Did he decide to leave Arcadia on his own? Either way, the other Sub-Mariners can't ask A-Force for help for fear that they'll have Namor sent to the Shield.



BARON: SHE-HULK

Art by Jorge Molina, Craig Yeung, Walden Wong & Laura Martin



Source: Earth-21919

Baron: Mister Sinister

Thor: Unknown

DANGER

3

LOYALTY

2E

Mister Sinister runs this domain, which sits on the eastern shore of the Doomsea, with 2099 to the north, the Wastelands to the east, Limbo to the southeast and Arcadia over a narrow channel to the south. Much of the place is made of ruby-colored crystals, which cover not only the landscape but the architecture and even the furniture in the buildings. It seems as if Sinister grew the crystals himself to form the domain.

In the early years of Battleworld, Sinister made countless clones of Cyclops (Scott Summers) and then decided he had no use for them. He sent the surplus to work atop the Shield, where they became known as the Endless Summers Legion.

Sinister has a taste for exotic meats, so he sends Collektra (cloned from Elektra Natchios, but without a voice) all around Battleworld to hunt beasts for him and smuggle their remains back to his domain. She also tastes his meals for him to keep him from being poisoned.

Most of the other people in the domain are clones Sinister made—many marked with his red diamond on their forehead—but he keeps one other person in particular around: his blind personal chef, Fare-Devil (Matt Murdock). Murdock fell in love with Collektra and hoped to help her slowly build up an immunity to a venom that he planned to poison Sinister with, a psychic toxin that would kill not only him but all the clones he mentally controlled. Unfortunately, the poison actually killed Collektra every day, and Sinister simply replaced her with a new clone without Murdock knowing.

Sinister allied with Hyperion of Utopolis against Higher Avalon, not only to extend his influence but to toy with House Braddock. After Mister Fantastic's life raft opened up and Sheriff Strange scattered the survivors around

Battleworld, Sinister captured Captain Marvel (Carol Danvers). He corrupted her, marking her forehead with his red diamond. However, her will was too strong to break, and she convinced him to finally set in action his plan to betray Doom, a decision that cost him his life.

NOTABLE PEOPLE

- ▶ **Collektra** (Elektra Natchios)
- ▶ **Fare-Devil** (Matt Murdock)
- ▶ **Mister Sinister** (Nathaniel Essex)

IMPORTANT LOCATIONS

- ▶ **Sinister's Labs:** Where Sinister grows and modifies his army of clones. Dozens of copies of himself work here.
- ▶ **Sinister's Kitchens:** The place where Fare-Devil crafts his amazing meals.
- ▶ **Sinister's Palace:** A building of soaring towers grown from ruby crystals.

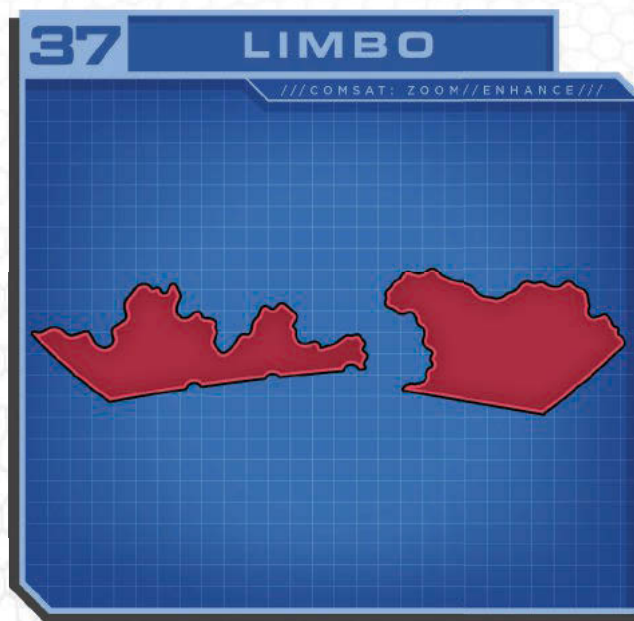
ADVENTURE HOOKS

- ▶ Representatives of House Braddock or the Silent Chambers ask the heroes to intercept the information Sinister has been sending to Utopolis by means of the Iron Pirates, battle-suit-clad sailors who brave the terrors of the Northern Sea to smuggle goods around the world. Who's inside the Iron Pirate suits—Tony Stark and his friends or a legion of Sinister clones? If the heroes find the message, what does it say? Can they replace it with a fake message of their own?
- ▶ The heroes get word that Sinister has made clones of all of them, dressed them up as clowns and uses them in the regular rotation for his nightly entertainment. Can they use this as a means to sneak into Bar Sinister, posing as their own clones? What happens if they discover that the clowns get murdered nightly? Can they save them or at least keep Sinister from making more?



BARON: MISTER SINISTER

Art by Esad Ribić & Ive Svorcina



Source: Earth-91240

Baron: Goblin Queen

Thor: Unknown

DANGER

4

LOYALTY

2T

This domain stretches along much of the Shield, providing a buffer between the rest of the world and the horrors to the south. It is east of Arcadia (separated by a wide channel) and south of Bar Sinister, the Wastelands and the Domain of Apocalypse. The Valley of Flame sits to the east of it, across the Inner Sea. Although named after the hellish realm of Limbo, the domain actually resembles New York City after Limbo invaded it.

Here the demons of Limbo conquered Manhattan. They possessed all sorts of inanimate objects and used them to kill or chase off every human. That included annexing a domain that the Sebastian Shaw and Selene Gallio of Earth-19947 had set up there too.

The Goblin Queen (Madelyne Pryor) became the first baron of the domain, but she lost that position when Darkchild (Illyana Rasputin) and her lieutenant N'astirh dominated her forces in Manhattan. After Illyana set up her headquarters on top of the Empire State Building, the X-Men retreated across the East River and set up a dome around Manhattan to keep the demons confined there.

For leading that effort, Doom named Cyclops the baron there, despite his lack of control over Manhattan. Within the dome, various factions of Limbo attempted to dethrone Darkchild. The Goblin Queen ruled the Goblin District, with Havok (Alex Summers) at her right hand, along with the demon S'ym. Mister Sinister worked in a secret lab in the subway system.

Once a year, on the anniversary of the retreat from Manhattan, Cyclops lets Colossus assemble a team and make a desperate assault on the Empire State Building in an attempt to rescue his little sister, Illyana, from the Darkchild she's

become. The rest of the year, Colossus and his lover Domino spend their days patrolling the outer boroughs in police hovercars, helping to keep the peace.

During one attempt to save Illyana, N'astirh injured Cyclops, putting him in Professor X's old hoverchair. On the same day, Darkchild infected Colossus' right arm with her demonic touch.

A year later, Colossus, Domino, Nightcrawler and Boom-Boom made one last-ditch attempt, and it went badly. Darkchild captured Nightcrawler and tore out his soul to transform him into the teleporting Bamf Dragon. Boom-Boom was nearly killed but was rescued by Mister Sinister, who cloned a small army of demons with her powers. On top of that, the Goblin Queen captured Colossus and Domino.

Colossus wound up wielding Illyana's demonic Soulsword and allying with the Goblin Queen's forces—including Havok and a young Cable—leading them in an attack on the Empire State Building. When they reached the top, they discovered that Darkchild had used her Bamf Dragon to teleport past the dome and attack the X-Headquarters. Once inside, she destroyed the device that maintained the dome, letting all Limbo loose on the rest of New York.

Afterward, Sheriff Strange arrived and offered Illyana the chance to become the domain's baron. She gleefully accepted. Meanwhile, the X-Men, the Goblin Queen and Mister Sinister joined forces against her—or would have, if the Goblin Queen hadn't killed Sinister immediately.

In the final battle, nearly all the heroes died. Colossus finally managed to kill Darkchild with the Soulsword, and he, Domino and Boom-Boom abandoned Limbo to the Goblin Queen. After that, the Goblin Queen absorbed Darkchild's power and became the new baron of the demon-dominated domain.

NOTABLE PEOPLE

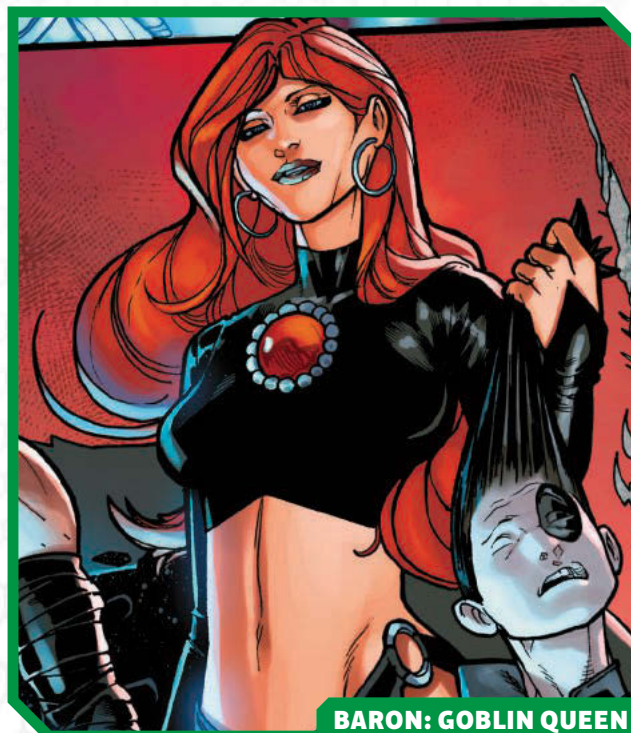
- ▶ Darkchild (Illyana Rasputin/Magik)
- ▶ N'astirh

Goblin District

- ▶ Goblin Queen (Madelyne Pryor)
- ▶ Gobin Prince (Alex Summers/Havok)
- ▶ Nathan Summers (Cable)
- ▶ S'ym

X-Men

- ▶ Beast (Hank McCoy)
- ▶ Boom-Boom (Tabitha Smith)
- ▶ Captain Britain (Brian Braddock)
- ▶ Colossus (Piotr Rasputin)
- ▶ Cyclops (Scott Summers)
- ▶ Domino (Neena Thurman)
- ▶ Forge
- ▶ Jean Grey
- ▶ Longshot
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Rogue (Anna Marie)
- ▶ Vision



BARON: GOBLIN QUEEN

Art by Javier Garrón & Chris Sotomayor

Dome-Keepers

- ▶ Doctor Voodoo (Jericho Drumm)
- ▶ Doctor Stephen Strange (an imposter)
- ▶ Nico Minoru
- ▶ Wiccan (Billy Kaplan)

IMPORTANT LOCATIONS

- ▶ **Empire State Building**
- ▶ **Goblin District:** The Goblin Queen's realm in the domain.
- ▶ **X-Headquarters:** The home of the X-Men, located in north Brooklyn.
- ▶ **Sinister's Laboratory**

ADVENTURE HOOKS

- ▶ Rumor has it that Colossus, Domino and Boom-Boom have been agitating against Doom in various domains. The Silent Chambers would like to bring them into the fold, but Colossus uses the Soulsword to teleport them around Battleworld, keeping them on the move. Can the heroes find them? If they do, can they convince the fugitives to join their efforts? Or might Doom have created a decoy copy of Colossus that could lead him to the Silent Chambers?
- ▶ The Goblin Queen believes that Belasco is hiding in the abandoned Avengers Tower and has kidnapped her son (Cable) so he can turn the boy into a new Darkchild. She asks the heroes to find her son and destroy Belasco, promising them anything within her ability to grant. Can they trust her? Might Cable have kidnapped himself to get away from his mother? And why can't she handle this herself?



Source: Earth-13264

Baron: None

Thor: None

DANGER

5

LOYALTY

2E

The Deadlands is one of the three domains that sits south of the Shield, fenced off from the rest of Battleworld. It is south of Limbo and Arcadia, with Perfection to its east and New Xandar to its west, across the Southern Sea. Almost all the people here are infected with the Hunger virus, which turns them into flesh-starved zombies.

One of the worst punishments that Doom hands out is to be banished over the Shield. The victim is brought to the wall and forced or thrown over the side to land in the Deadlands. Most have an extremely short life expectancy after that.

Some of the zombies form gangs to hunt for food, promising to share their kills—even if their hunger often keeps them from honoring the deal. Many of them are former super heroes or super villains (or variants of them from various domains) and they retain their powers. When fed—usually on living human flesh—the hunger fades, and the zombies can think clearly. This never lasts.

If the zombies are clever, they can capture someone with the Healing Factor power and be careful not to infect them. Then they can dine regularly without their meal spoiling.

Only one person is known to have escaped from the Deadlands after being banished here: Crossbones (Brock Rumlow).

Afterward, he worked for Doom, and Sheriff Strange had Crossbones send a strike team of criminals into the Deadlands to find someone who'd supposedly survived banishment: the Red Skull of Earth-18191.

It turned out to be true. Most of the strike team died immediately, but the Red Skull rescued Magneto (Max Eisenhardt of Earth-11326) and used him as a distraction to allow the Skull to reach an exit from the Deadlands. When he emerged into the Valley of Flame, Crossbones killed him, putting an end to that legend.

A zombified Ulysses Bloodstone lived on the southern shore of the Deadlands. He used his Bloodstone to keep the hunger at bay and to draw other users of Bloodstone variants to him, including variants of himself, his son, Cullen, and his daughter, Elsa. Eventually, the last of the Elsas—a Hel-Ranger from the Shield who'd recently been infected by the Hunger virus—defeated him, absorbed his store of Bloodstones and used their magic to cure them both.

A group known as the Pym-Phalanx marched into the Deadlands years ago, believing they could turn the zombies against the Ultron drones. Instead, they became Giant-Men zombies and regularly mount attacks against the Shield.

NOTABLE PEOPLE

- ▶ Mystique (Raven Darkhölme)
- ▶ Red Skull (Johann Schmidt)
- ▶ Red Terror (Azazel)
- ▶ Ulysses Bloodstone

IMPORTANT LOCATIONS

- ▶ **Mystique's Lair:** An open-air camp guarded by zombie heads on pikes that serve as an alarm system. She keeps a fresh Deadpool on hand to keep her hunger at bay.
- ▶ **Red Skull's Lair:** An underground bunker carved out beneath a junked Sentinel's head.

ADVENTURE HOOKS

- ▶ The heroes have been caught spreading heresy and are sentenced to banishment in the Deadlands. How long can they last there? If they succumb to the Hunger virus, can they find a way to continue? Can they get past the Shield and return to the relative safety of the rest of Battleworld?
- ▶ The heroes hear a rumor that a number of Infinity Stones are located in the Deadlands. Although the stones won't work outside their domain, they might allow the heroes to unleash a zombie horde into Limbo. Can they find the stones? Which ones might they be? Are the heroes really prepared to let the Hunger virus spread beyond the Shield, even into a domain as awful as Limbo?



Art by Steve Pugh & Jim Charalampidis



Source: Earth-21261

Baron: None

Thor: None

DANGER

3

LOYALTY

2E

Perfection is one of the three domains that sits south of the Shield, fenced off from the rest of Battleworld. It is south of Limbo, with the Deadlands to its west and New Xandar to its east, across the Southern Sea. It is flooded with countless Ultron drones, all ruled by Lord Ultron, collectively known as the Ultron Engine. This Ultron hails from a world in which he murdered his creator—Hank Pym—shortly after gaining consciousness and then led the Masters of Evil to destroy the Avengers. In under fourteen months, he conquered his entire world, almost entirely eliminating the imperfection of organic sentients.

Some of the survivors in the domain—former Ultron pawns Wonder Man, Vision and the Human Torch (Jim Hammond)—banded together to rebel against Ultron and build a futuristic settlement they call Salvation. It sits under a force-field that keeps out the drones and the zombies, and Wonder Man provides the ionic energy to keep the dome and the rest of the place running. Others who have been banished to Perfection have joined them there.

All three of the founders also fell in love. Jim Hammond married Radiance. Simon Williams is with Iron Cross. Vision is with Agatha Harkness.

The zombies of the Deadlands long wandered into the domain, and the Ultron drones often wind up warring with them. As machines, Ultron and his drones cannot satisfy the zombies' hunger, but the madness that comes with that often makes the zombies forget such things. Conversely, the Ultron drones consider the zombies imperfections that require elimination.

To destroy Salvation and then break through the Shield, Ultron forged an alliance with a zombie Magneto, who led a large group of zombies. As part of that, Ultron began using his technology to create drone hybrids out of the zombies.

Around the same time, Hank Pym of the Valley of Doom was sent over the Shield for attempting to have adamantium smuggled into Timely for the clockwork man he was building. He chose to be released into Perfection, and his ex-girlfriend Janet Van Dyne—now a Hel-Ranger—arranged for a Sentinel to drop him off gently in an open space.

By the time the army of drone hybrids attacked, Pym had worked out a way to stop them, using the ionic generator that had powered the force-field to absorb the hive mind that controlled them. He also combined the minds of Vision, Simon Williams and Iron Cross to control the captured hive mind. At the loss of the hive mind, Lord Ultron shut down.

Now the hybrids stand guard over Salvation, protecting it better than the force-field did. On top of that, Van Dyne tracked Pym to the settlement and joined him there too.

NOTABLE PEOPLE

Salvation

- ▶ Agatha Harkness (Earth-93787)
- ▶ Human Torch (Jim Hammond)
- ▶ Iron Cross (Clare Gruler of Earth-93787)
- ▶ Radiance (Ryoko Sabuki of Earth-93787)
- ▶ Vision
- ▶ Wonder Man (Simon Williams)

Ultron Army

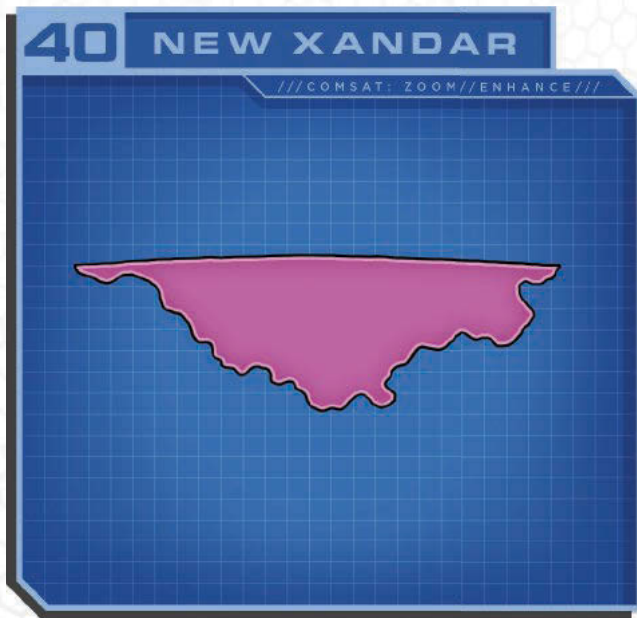
- ▶ Lord Ultron
- ▶ Ultron drones
- ▶ Zombie Magneto (Erik Lehnsherr)

IMPORTANT LOCATIONS

- ▶ **Perfection:** Ultron's headquarters within the domain of Perfection, where he builds new drones to expand his army.
- ▶ **Salvation:** The only free settlement in all of Perfection.

ADVENTURE HOOKS

- ▶ Salvation gets reports that something is happening in Ultron's headquarters, and they ask the heroes to investigate. When they get there, they find the place humming with activity and the factory gearing up to build new drones. Is the Ultron who built this place back? Maybe it's a variant of that Ultron, come to replace him. Or maybe it's something else entirely. Can the heroes stop it? Might they even be able to take over the facility themselves?
- ▶ A few of the hybrid drones have been acting up lately, as if they are breaking free of the Salvation hive mind's control, and the heroes are asked to investigate. Is the hive mind breaking down? Is something interfering with its signal—perhaps a frequency from a variant Ultron? Or are the free hybrids actually zombies clad in metal, trying to sneak in for a quick bite?



Source: Earth-94241

Baron: None

Thor: None

DANGER	LOYALTY
3	2E

New Xandar is one of the three domains that sits south of the Shield, fenced off from the rest of Battleworld. It sits south of the Valley of Flame, and the Southern Sea separates it from the Deadlands to its east and Perfection to its west. This domain was once part of a vibrant Earth, but it was devastated by Annihilus and the insectoid aliens of his Annihilation Wave.

Annihilus rules here, although he seems to have little ambition other than maintaining his hold on the domain and letting his bugs occasionally tear apart invaders that wander in from elsewhere. He is open to talking with others, though, and even cutting deals with them, especially if it might give him new territories to conquer. The Ultron drones of Perfection and the zombies of the Deadlands make poor prey for his bugs.

Most of the people who lived in this domain were killed long ago, despite the efforts of the Nova Corps. Only one Nova Headquarters remained with just over thirty officers, including Eve Bakian, who'd left her family behind years ago to help out. Besides the Novas, it also held an Infinity Gauntlet and the Space Stone.

Eve's family were among the few survivors picking through the ruins. They included her father, her husband, Menzian, and their two daughters, Fayne and Anwen, plus the family dog, Zigzag.

While the Bakians were fleeing another Annihilation Wave bug attack, Anwen found the Mind Stone. Eve showed up straight after and used her Nova powers to protect her husband and daughters, although she was too late to save her father. Afterward, Eve gave each of the others—including



Art by Dustin Weaver

Zigzag—a Nova Star, granting them Nova helmets, uniforms and powers. Eve then led them all back to the Nova Headquarters to discover that all the other Nova officers inside were dead.

Thanos had killed the Novas, but his efforts to find the rest of the stones continued to fail. Frustrated, he used the Time Stone to go back to before the Bakians were fleeing from the bugs and befriended them. He then accompanied them on a hunt for the remaining stones, using the Mind Stone to find them. On the way, Star-Lord, Gamora and Groot joined them.

The group eventually came to Magus City, a place Adam Warlock had protected with the Soul Stone by using it to control a behemoth bug. When he demanded that the visitors stay, Eve transformed her Infinity Gauntlet into Infinity Armor and stood against him and his Knights of Xandar. Drax finally caught up with Thanos then and attacked him, but the other Bakians helped defend him. While everyone else was distracted, Thanos leveled both Eve and Warlock and stole the stones from them.

Thanos then produced another Infinity Gauntlet, put the stones in it and killed Drax before heading off to search for the last stone he needed: the Reality Stone. Using Zigzag's enhanced tracking ability, the remaining Bakians beat Thanos to where the stone was buried in Mount Terizi. When Thanos arrived to claim it, Anwen used the Reality Stone to make a new stone—the Death Stone—and gave that to him instead. When he tried to activate the Infinity Gauntlet, it obliterated him.

NOTABLE PEOPLE

- ▶ Adam Warlock
- ▶ Thanos

The Bakians

- ▶ Anwen Bakian
- ▶ Eve Bakian
- ▶ Fayne Bakian
- ▶ Gramps
- ▶ Menzin Bakian
- ▶ Zigzag

Guardians

- ▶ Drax the Destroyer
- ▶ Gamora
- ▶ Star-Lord (Peter Quill)

Annihilation Wave

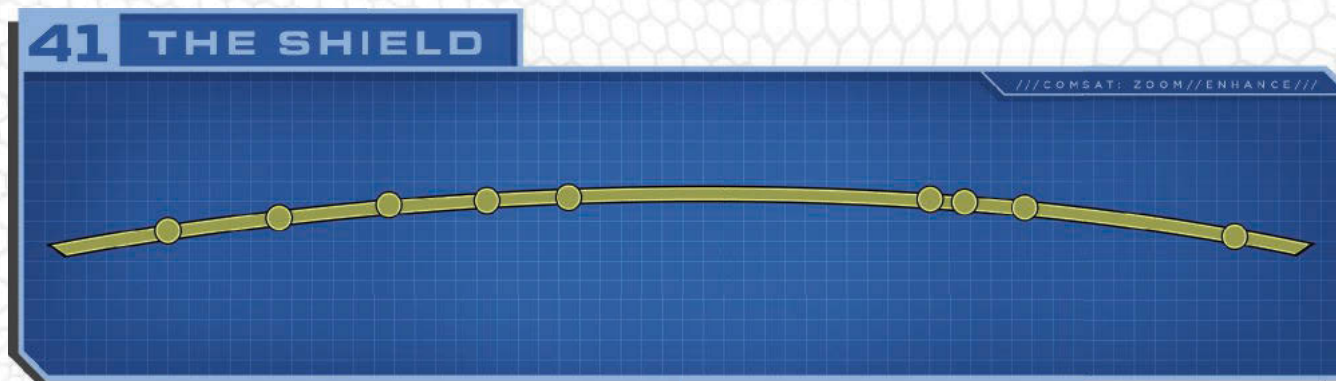
- ▶ Annihilus
- ▶ Annihilation Wave bugs

IMPORTANT LOCATIONS

- ▶ Magus City
- ▶ Mount Terizi
- ▶ Nova Corps Headquarters

ADVENTURE HOOKS

- ▶ The Silent Chambers believe that there may be a fully assembled Infinity Gauntlet in New Xandar, and they send the heroes there to investigate. It could be incredibly useful, even if it can't work outside the domain. Does Anwen Bakian have it? If so, why hasn't she cleared out the Annihilation Wave yet? Is she afraid of attracting Doom's attention? Or is something else going on?
- ▶ The heroes are exiled over the Shield into New Xandar. Can they find a way to survive there, even against endless waves of bugs? If they do, can they establish a headquarters in the domain, far from Doom's prying eyes? Otherwise, their best bet might be to escape if they can manage it. But should they try to get back over the Shield or maybe somehow find or carve out sanctuary in the Deadlands or Perfection?



Source: Earth-616

Baron: None

Thor: None

DANGER	LOYALTY
4	2T

When Battleworld was formed, Doom asked Ben Grimm to serve as the Shield, a wall that stands 250 feet tall and stretches 16,000 miles long, all the way around the southern end of the planet. The Shield holds back the zombie horde of the Deadlands, the seasonal migration of the Annihilation Wave's bugs and the roaming Ultron drones of Perfection, protecting the rest of Battleworld from their collective threats. Few know of Grimm's sacrifice, but he does not care. He saw it as his duty and never questioned it.

The Shield is involved in two of Doom's favorite punishments. Those who need to die fighting are sent over

the Shield to struggle against the zombies, the bugs or the drones. Those who have committed a crime against Doom but who he still sees as useful—and not too much of a threat—are often sent to the Shield to become one of the Hel-Rangers tasked with patrolling it.

The Shield supposedly collapsed thirty years ago in seven different places. The creatures it had held at bay rampaged all the way up to Doomstadt before Doom reinstated the Shield and sent them all back behind it. Several domains were entirely destroyed and are now largely forgotten. This includes Breakland, which had fewer than two hundred survivors, among them Abigail Brand.

Since thirty years ago predates the creation of Battleworld, this supposed history is likely the product of memories that Doom provided. Similarly, Brand believes she's been working on the Shield for over ten years. She took over command of the Hel-Rangers from Nick Fury six months ago.

Leah of Hel serves as Brand's second-in-command, with Kang the Conqueror next in line. The bulk of Brand's forces are the Endless Summers Legion, an army of thousands of clones of Cyclops (Scott Summers) created by Mister Sinister

of Bar Sinister. After deciding that he didn't need them anymore, he sent them to the Shield to get rid of them. Their leader, Major Summers, became Brand's favorite, overseeing the various centuries (groups of one hundred) of his brothers.

Leonardo da Vinci works along the wall as well, developing massive lenses that are embedded into the Shield at intervals and which Grimm can move when needed. The Endless Summers can use these to focus the optic blasts of a score of them at once into a devastating attack.

The Shield's other defenses consist of large gun emplacements and countless Sentinels. The Sentinels are made out of nonmetallic materials to ensure that zombies with power over magnetism—like Magneto or Polaris—can't simply pull them apart.

Despite his current state, Grimm can partially emerge from the Shield at any point when summoned. He can encase members of the Hel-Rangers in a rock bubble to protect them and then move them along the wall in a peristaltic wave at a speed of up to Mach 2.

The Annihilation Wave and the Ultron Engine occasionally capture Hel-Rangers and transform them into beasts that assault the Shield. Examples include:

- ▶ The Deadlands transforming the Pym-Phalanx into undead Giant-Men.
- ▶ The Annihilation Wave turning Beast (Hank McCoy) into a gigantic super-mutated monster.
- ▶ The Ultron Engine making former Shield commander Nick Fury into Nick the Fury, a large and vicious cyborg with a laser cannon for a left arm.

Shortly before the end of Battleworld, Brand's second-in-command—Leah of Hel—decided to go over the Shield in search of her lover, Magik (Illyana Rasputin of Earth-10192). Just before she left, a Kang from the future suddenly appeared and died, having run afoul of temporal mines. With his dying breath, he warned, *"In twenty days, the Shield falls. Thanos dooms us all."*

Nick the Fury led an assault of Ultron drones against the wall, carving the Endless Summers down to a mere one hundred clones. Kang defeated him by bringing him into the timestream and smashing him into the chronomines. Leah and Magik returned with a giant Colossus to help turn back the rest. The Vitruvian Man—a four-armed, four-legged combination of Leonardo da Vinci and Michelangelo—deployed an Enlightenment Cannon, fueled by their own knowledge, that turned back opposition with self-awareness.

Then Thanos (from the Cabal's life raft) arrived and surrendered. He'd been working with the three domains below the Shield, unifying them and organizing the recent assaults on the wall, but now he only wanted to speak with Grimm. Thanos told Grimm the truth about Battleworld and why Doom had transformed the hero into the Shield: to torture him endlessly.

Grimm didn't believe Thanos. Instead, he had the Vitruvian Man fire the Enlightenment Cannon at him with its last blast, consuming Michelangelo to answer the biggest question: *"Why are we here?"*

Armed with the incontrovertible truth, Grimm transformed from the Shield into a gigantic version of the Thing and headed north for a final reckoning with Doom. The monsters of the Deadlands, Perfection and New Xandar followed in his wake.

NOTABLE PEOPLE

- ▶ Nick the Fury
- ▶ Sentinels (nonmetal)
- ▶ The Thing (Ben Grimm)
- ▶ The Unite (a pair of liberated Ultron drones)

Hel-Rangers

- ▶ Abigail Brand of Breakland (Earth-19205)
- ▶ Colossus (Piotr Rasputin of Earth-10192, with growing powers)
- ▶ Elsa Bloodstone
- ▶ Endless Summers (from Bar Sinister)
- ▶ Iron Fist (Danny Rand of the Domain of Apocalypse)
- ▶ Kang the Conqueror
- ▶ Kitty Pride (a group of large, talking cats from Earth-10169)
- ▶ Lady Katherine of Bishop (of King James' England)
- ▶ Leah of Hel
- ▶ Magik (Illyana Rasputin of Earth-10192)
- ▶ Major Scott Summers (from Bar Sinister)
- ▶ Michael Morbius
- ▶ America Chavez (of Arcadia)
- ▶ Punisher (Frank Castle of Egyptia)
- ▶ Vitruvian Man (Leonardo da Vinci and Michelangelo)
- ▶ Wasp (Janet Van Dyne of the Valley of Doom)

IMPORTANT LOCATIONS

- ▶ **Brand's Quarters:** Abigail Brand's living space.
- ▶ **Shield Cells:** Holding cells for various captives. They have held defector Ultron drones and even Thanos.

ADVENTURE HOOKS

- ▶ The heroes learn of the Unite and wonder if they might be able to persuade other members of the Ultron Engine or even the Annihilation Wave to defect. Is it a matter of capturing the subjects and convincing them? Do they have to be taken beyond the Shield to be outside the control of their respective hive minds? Can anyone trust what such defectors say? Are they really defectors or simply members of the hive mind instructed to fool their captors?
- ▶ The heroes are charged with establishing a friendship with the Shield. Grimm is sometimes willing to speak with others beyond the Hel-Rangers or those affiliated with Doom. They simply have to be interesting to him in some way—either because of their own nature or perhaps because they bring him news of his old friend, Susan Von Doom. What connection can the heroes make? Do they have to lie to Grimm? What might he do if he discovers that? What if he decides to help them anyhow?

KNOWHERE

Source: Earth-71535

Baron: None

Thor: Unknown

DANGER

4

LOYALTY

1E

Knowhere is a space station built inside the head of a decapitated Celestial. On Battleworld, legend has it that Doom killed the Celestial when it came to conquer the planet, and then he set it to orbit the planet in the sky, serving as the only moon.

Unknown to the people on the planet's surface, many of the aliens that Doom saved for Battleworld wound up living in Knowhere. To keep that secret, by law, people who go to Knowhere are not allowed to leave.

Knowhere is riddled with crime, overseen by mob bosses, like Jugando and Giogo. The Nova Corps supposedly watches over the station and keeps the peace, but they usually focus on larger problems. The Guardians of Knowhere banded together as a vigilante group to handle the threats the Nova Corps doesn't bother with.

An aspiring criminal called Yotat found a cache of the Collector's weapons and tried to use that to switch from Jugando's gang to Giogo's. Instead, Giogo tossed Yotat into the cache and dblew it up. Yotat came back months later, transformed by the weaponry into a powerful brute and faced off against the Guardians—until the Nova Corps arrived to arrest him.

In the final days of Battleworld, Yotat killed Moondragon and broke out of Knowhere's prison. Then he went after the Guardians for revenge, claiming to be the new ruler of Knowhere. Thor (Angela) helped stop him. Afterward, she accosted Gamora, who'd been having dreams about Thanos and Quill and memories of the Seventh Cosmos.

As Angela was trying to arrest Gamora for blasphemy, Hala the Accuser arrived, speaking Kree. She killed both Captain Marvel and Angela before the Guardians defeated her. As they wondered where Hala had come from, Star-Lord from Earth-616 arrived. He'd been hiding in the domain of Manhattan but had finally found them.

NOTABLE PEOPLE

► Yotat the Destroyer

Guardians of Knowhere

- Drax the Destroyer (Arthur Douglas)
- Gamora of Earth-7528
- Groot
- Mantis
- Rocket Raccoon

Nova Corps

- Adam Warlock
- Agent Venom (Flash Thompson)
- Captain Marvel (Carol Danvers)
- Iron Man (Tony Stark)
- Moondragon (Heather Douglas)
- Nova (Sam Alexander)



IMPORTANT LOCATIONS

- ▶ **Cebulski's Bar:** A seedy bar where the Guardians like to drink.
- ▶ **Knowhere Marketplace:** An open market where residents of Knowhere can buy, sell and barter what they need.
- ▶ **Nova Corps Headquarters:** Where the Nova Corps members work. Includes a prison where they keep powerful prisoners.

ADVENTURE HOOKS

- ▶ Gamora has developed a habit of leaving Knowhere to explore the domains of Battleworld. Unfortunately, her transportation has been destroyed, and she needs to get back, because if she's discovered away from the station, she can expect to be assigned to the Shield, at best. Can the heroes help her get back? If not, can they figure out a way to get a message to the other Guardians? Or is this a sting operation the Thors are running to find people who know more about Knowhere than they should?
- ▶ The heroes hear that the Collector might have another cache of items on Knowhere, one that perhaps includes a missing Mjolnir. Is it the real thing? Is it perhaps the hammer of an unworthy Thor from the Seventh Cosmos? If the heroes find it, can they move it? If so, what might they do with it? Become a Thor and have to deal with the Thor Corps looking for them? Or join the Corps and work to dismantle it from within?

METROPOLITIA

Source: Earth-12151

Baron: Helmut Zemo

Thor: Unknown

DANGER

2

LOYALTY

1E

The location of the small domain Metropolitia is a tightly held secret, mostly due to the inhuman horrors inflicted on people here. It consists of a single walled city where people work in factories to build weaponry for the various armies of Battleworld under the unforgiving administration of Baron Heinrich Zemo.

When a worker fails at their harsh duties, S.H.I.E.L.D. arrests them and takes them to Baron Zemo for his horrific experiments. This includes using Weapon X technology to fit the people with helmets that turn them into mindless, vicious soldiers.

The only heroes in this domain are the members of the Atlas Foundation, which works in the shadows to save as many people as they can and to be the sand in Metropolitia's gears. They secretly have the support of S.H.I.E.L.D. Director Phil Coulson, who does what he can to keep them out of his agency's hands without throwing suspicion on himself.

When Zemo captured Jimmy Woo—the leader of the Agents of Atlas—Coulson joined the rest of the team on a

mission to rescue Woo. During the mission, Zemo's young son, Helmut, killed Gorilla-Man, whose curse then transformed Helmut into a gorilla too. As the rest of the heroes were making their getaway, Heinrich intervened and shot Coulson, but Venus then used her powers to lure Heinrich to his death.

Woo told Helmut that he was now the new baron, inheriting his father's position. If he informed Doom what had happened, he would no doubt be removed, so he agreed to Woo's terms: to stop taking people and to let Atlas help whoever they wanted.

NOTABLE PEOPLE

Agents of Atlas

- ▶ Gorilla-Man (Kenneth Hale)
- ▶ Human Robot (M-11)
- ▶ Jimmy Woo
- ▶ Marvel Boy (Robert Grayson)
- ▶ Namora (Aquaria Neptunia)
- ▶ Venus (Siren)

Metropolitia

- ▶ Heinrich Zemo
- ▶ Helmut Zemo
- ▶ Phil Coulson

IMPORTANT LOCATIONS

- ▶ **S.H.I.E.L.D. Headquarters:** Central command for S.H.I.E.L.D. Director Coulson has an office on the top floor.
- ▶ **Zemo's Castle:** The home, headquarters and laboratory of Baron Zemo.

ADVENTURE HOOKS

- ▶ With the new baron afraid of being exposed to Doom, this domain would make an excellent headquarters for the Silent Chambers. If the heroes can be trusted, they can be let in on the secret and allowed to work out of here too. Can they stomach watching people continue to work so hard to provide Battleworld with weaponry just to avoid raising Doom's suspicions? Can they figure out a way to help them? How long can this last before Doom finds out what's going on?
- ▶ Helmut needs a way to pose as his father, but the curse he's under prevents him from altering his gorilla shape, at least for any length of time. Can the heroes provide him with an image inducer that can change his appearance? Where might they find such a gadget? Once Helmut has it, might he become braver about defying the Agents of Atlas? If so, what can the heroes do about it?

OLD TOWN

Source: Earth-15203

Baron: Unknown

Thor: Unknown

DANGER

LOYALTY

1

—

This small domain sits somewhere near the Domain of Apocalypse, hidden away from the rest of Battleworld. No one native to the domain has any super-powers, and the place has the atmosphere of 1930s New York City.

The people here know little about Doom or the wider planet of Battleworld. They just know there are weird things outside their domain. Their biggest concerns are things like Baron Zemo and the Nazi Party, and the Mandarin and the Triad in Chinatown.

Here Jim Logan is a private investigator, and Tony Stark is an adventurer who goes on expeditions for precious artifacts (like the Fin Fang Foom dragon jade idol). Frank Castle is still a gun-toting vigilante, but here he wears a mask with a skull on it, like a hero from the pulps.

All of this makes Old Town an excellent place for people with powers to escape to. In one incident, three people from the Domain of Apocalypse came to Old Town and killed their variants there so they could slip into their lives unnoticed. Unfortunately, this also meant they had to kill those who were sharp enough to spot them.

Three such known fugitives were the Mandarin, Whiplash and Pepper Potts. The Punisher killed the first two when he found them. Potts' counterpart vanished, but not before she also killed Tony Stark, who realized she wasn't the version he knew.

NOTABLE PEOPLE

- ▶ Frank Castle Jr. (Punisher)
- ▶ Jim Logan (Wolverine)
- ▶ Mandarin
- ▶ Pepper Potts (Rescue)
- ▶ Tony Stark (Iron Man)
- ▶ Anton Vanko (Whiplash)

IMPORTANT LOCATIONS

- ▶ Ten Rings Club
- ▶ Tony Stark's Office

ADVENTURE HOOKS

- ▶ The trouble with infiltrators from other domains is far worse than anyone knows. Numerous people have escaped to Old Town from other places. So much so that one of the infiltrators wound up killing another. Some of the infiltrators claim that they are the originals and were replaced by green-skinned aliens called Skrulls. Are they lying or telling the truth? What might Doom

do if he discovers that shape-shifters of any kind have found their way here? Or if he even hears whispers about such a thing?

- ▶ Someone has set up a trade route between Old Town and the Far East. They had been smuggling things into Old Town through the Triad, but with the death of the Mandarin, they would like to set up shop here themselves. Do the heroes want to stop them? Help them? Or take over the smuggling themselves?

X-TOPIA

Source: Earth-24201

Baron: Phoenix (Rachel Summers)

Thor: Unknown

DANGER

LOYALTY

4

1E

Unlike most of the domains on Battleworld, the location of X-Topia does not appear on official maps. It is quarantined from the rest due to a rampant epidemic of the Extinction virus, which is fatal to mutants. Most people suspect that it lies somewhere along the Mutant Coast—the south shore of the Northern Sea that stretches from the Sentinel Territories all the way to Egyptia. Others claim it must be near the Domain of Apocalypse, where it runs along the west coast of the Inner Sea.

X-Topia has two main locations: Genosha and X-City. Genosha is an island city, separated from the mainland, where mutants and mutates who lived there were enslaved. Years ago, the X-Men defeated Cameron Hodge and liberated the island-nation, although not without great losses. Some of them—a team later known as the Press Gang—stayed behind to watch over the new society being run by Genosha's military commander, Tam Anderson, while the rest of the X-Men and their associated teams returned to X-City.

Today, the Extinction virus ravages Genosha, killing countless mutants. Because of the quarantine that Doom established, the island city-state is running out of supplies, but especially food. Baron Phoenix (Rachel Summers) refuses to send help from X-City for fear of allowing the disease to spread. Meanwhile, Beast works on snatching dead X-Men from previous points in their timelines, effectively bringing them back to life. So far, he's hauled Wolverine (Logan), Thunderbird (John Proudstar) and Banshee (Sean Cassidy) to the present.

Believing that Triage's healing powers could stop the virus—and that Rogue's ability to duplicate powers could double that capacity—the Press Gang kidnapped the pair from X-City and brought them to Genosha. They soon discovered that the Genegineer hadn't been working to save the mutants of Genosha but to destroy them. He not only had created the Extinction virus but also used the remnants of Warlock to bring Hodge back to life.

When the X-Men attacked Genosha to get their people back, they wound up fighting alongside the Press Gang to stop Hodge. Havok, Wolfsbane and Bombshell gave their lives to destroy him, and in the aftermath, Baron Phoenix united the two cities for the first time in years.

NOTABLE PEOPLE

- ▶ Chief Magistrate Tam Anderson

Press Gang

- ▶ Bulletproof (Simon Locke)
- ▶ Havok (Alex Summers)
- ▶ Karma (Xuân Cao Mạnh)
- ▶ Mystique (Raven Darkhölme)
- ▶ Rictor (Julio Richter)
- ▶ Wicked
- ▶ Wolfsbane (Rahne Sinclair)

X-Men

- ▶ Anole (Victor Borkowski)
- ▶ Armor (Hisako Ichiki)
- ▶ Banshee (Sean Cassidy)
- ▶ Beast (Hank McCoy)
- ▶ Bombshell (Tabitha Smith)
- ▶ Dr. Cecilia Reyes
- ▶ Graymalkin (Jonas Graymalkin)
- ▶ Ink (Eric Gitter)
- ▶ Longshot
- ▶ Nightcrawler (Kurt Wagner)
- ▶ Phoenix (Rachel Summers)
- ▶ Rockslide (Santo Vaccarro)
- ▶ Rogue (Anna Marie)
- ▶ Shadowcat (Kitty Pryde)
- ▶ Storm (Ororo Munroe)
- ▶ Tempus (Eva Bell)
- ▶ Thunderbird (John Proudstar)
- ▶ Triage (Christopher Muse)
- ▶ Wolverine (Logan)

Villains

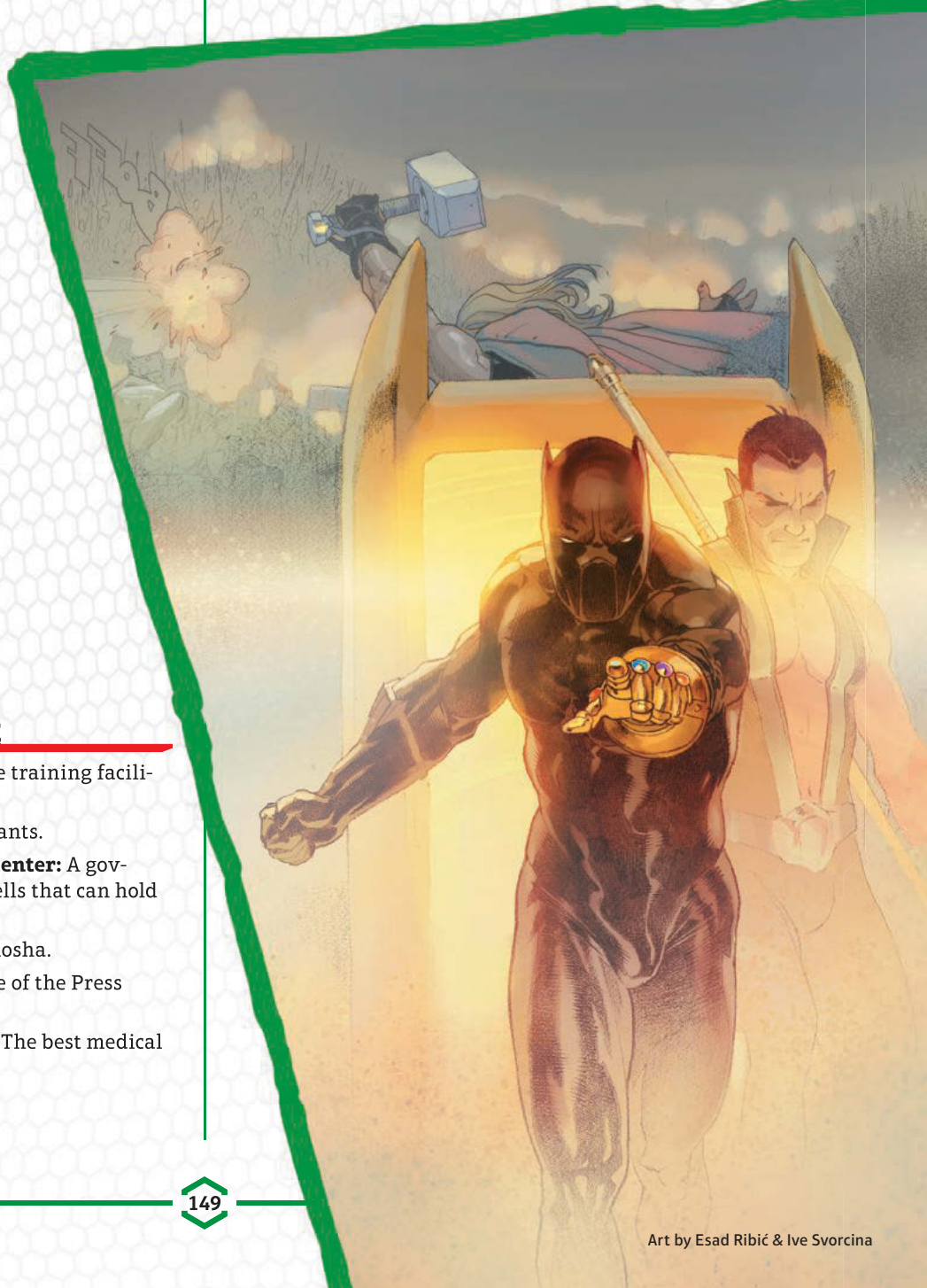
- ▶ Cameron Hodge
- ▶ Genegineer (Dr. Aldus Kluge)

IMPORTANT LOCATIONS

- ▶ **Danger Building Gamma:** One of the training facilities for mutants in X-City.
- ▶ **Genosha:** Quarantined island of mutants.
- ▶ **Genosha Magistrate Containment Center:** A governmental prison in Genosha, with cells that can hold people with powers.
- ▶ **Hammer Bay:** The capital city of Genosha.
- ▶ **Press Gang Headquarters:** The home of the Press Gang in Genosha.
- ▶ **Scott Summers Memorial Hospital:** The best medical facility in X-City.
- ▶ **X-City:** The capital of the domain.

ADVENTURE HOOKS

- ▶ The fact that Triage can cure the Extinction virus makes people wonder if he might be able to cure the Legacy Virus in the Domain of Apocalypse. He doesn't believe it's likely to work, but if there are variants of people running around Battleworld, it's possible that viruses have variants too. Can the heroes convince Triage to help? How can they get a virus carrier to him to test the results? Or get him to Apocalypse? Is this all a plot to inflict a much worse virus on X-Topia?
- ▶ Beast wants to bring the rest of the original X-Men from the past to X-topia, as he's the only survivor. Baron Summers has forbidden this, but when Beast disappears, she asks the heroes to track him down and see what he's up to. Has he gone rogue and started to bring back old friends without permission? Or is someone forcing him to bring back old enemies instead?



CAUTION: NARRATOR'S EYES ONLY

BATTLEWORLD'S END

There are a lot of ways that the heroes could try to overthrow Doom. See Chapter 10: New Rules for some ideas about how they might pull that off.

However, Battleworld did come to an end in the comics, and this section details how that happened.

If you are not a Narrator, you should skip this section!

That's especially true if you've not already read the comics. This gives your Narrator the chance to surprise you with elements from the original story. If you have read the comics—or if you do read this section and find yourself as a player instead—be sure to let your Narrator know. That way, they can adjust their plans to account for that and perhaps prepare some special new surprises for you.

The Sanctum Sanctorum

At the base of the Isle of Agamotto, there's a door marked by an image of the Eye of Agamotto. It can only be opened with the Key of Agamotto, a pendant that resembles the Eye, and it reveals Strange's Sanctum Sanctorum beyond. If someone else uses the key, they are allowed to enter the secret chamber, but a preprogrammed ghostly image of Strange greets them and says, *"Tell me, traveler, do you know the secret history of the world? Memento mori?"*

If the visitor fails to answer correctly, the image expresses Strange's disappointment and he bids them to depart. If they search the place, they find the chamber entirely empty.

If the visitor gives the proper response—"Illuminatus"—which indicates they are part of the Earth-616 Illuminati, they are allowed to remain. Then Strange's image reveals his two greatest treasures, which he has kept sealed in an extradimensional space: the Siege Courageous (see Chapter 10: New Rules) and a completely filled Infinity Gauntlet that functions only in Doomstadt.

Strange can, of course, enter the place freely. This is also where he keeps other items that he's quarantined, like the Future Foundation life raft.

The Original Plot

The Narrator does not have to follow this original plot to be able to run stories or even a full event on Battleworld. In fact, you're encouraged to come up with amazing stories all your own. However, knowing how it officially happened can serve as a gold mine of material for coming up with your own riffs.

This is a point-by-point summary of what happens in the comics that leads to Doom's downfall. If you have the means, you should read those as well to enjoy the story.

- ▶ The Cabal's life raft is discovered in a remote part of Utopolis. It's actually on the underside of the planet's surface. Alex Power orders the Moloids to dig it out so they can figure out what it is.
- ▶ Sheriff Strange learns of the life raft and orders it quarantined. When the Thor Corps show up to do that, a Moloid opens the life raft. The Cabal emerges, kills some Thors and escapes.

- ▶ Strange takes the surviving Thor to the Isle of Agamotto, where he's kept the Future Foundation's life raft in secret for three years. Thor opens it.
- ▶ When reports of the Cabal fighting Thors elsewhere come in, Strange takes the heroes to go help fight the Cabal.
- ▶ Seeing the heroes arrive, Doom intervenes personally. Wielding the power of the Phoenix Force, Cyclops confronts Doom—who kills him immediately.
- ▶ Disturbed, Strange scatters the other survivors from both life rafts to random parts of Battleworld. When he refuses to tell Doom where he's sent them, Doom kills him too.
- ▶ Thor (Jane Foster) winds up in Doomgard and infiltrates the Thor Corps. When the time comes, she leads them against Doom.
- ▶ Black Panther and Namor end up in Egyptia. From there, they go to the Isle of Agamotto to get the Siege Courageous and the Infinity Gauntlet that works in Doomstadt.
- ▶ Captain Marvel shows up in Bar Sinister and is captured and corrupted by Mister Sinister. However, she still convinces him to betray Doom in the end.
- ▶ Reed Richards and the Maker find each other and wind up underneath Utopolis. They fashion themselves a lab inside a dead Celestial. They call the place Project 42 because of its proximity to the Negative Zone in the center of the planet. They send out probes to learn more about Battleworld.
- ▶ Star-Lord winds up in Manhattan, singing at the Quiet Room. He eventually finds his way to Knowhere, where he meets up with his old friends in the Guardians of the Galaxy.
- ▶ Terrax makes his way to Doomstadt, arriving just in time for the climactic battle. He pledges himself to the Galactus there—who squishes him at Franklin's direction.
- ▶ Proxima Midnight and Corvus Glaive are captured by Apocalypse weeks later. He brings them to Doom.
- ▶ Black Swan winds up in Doomstadt and recognizes Doom as Rabum Alal. She resumes working for him.
- ▶ Thanos finds himself south of the Shield. He manages to unite the forces of the Deadlands, Perfection and New Xandar and direct them toward the Shield. Then he allows himself to be captured by the Hel-Rangers so he can convince Ben Grimm to give up being the Shield and join the fight against Doom.
- ▶ Maximus takes on the identity of the Prophet and foments resistance throughout the domains, inciting open rebellion in several kingdoms, including Limbo, Apocalypse, Bar Sinister and Dystopia. He raises an army and conquers Egyptia. From there, he marches to Castle Doom, knowing his forces are sure to be slaughtered.
- ▶ Spider-Man (Miles Morales) ends up in Manhattan, where he convinces the two groups of heroes there to stop fighting with each other and turn their attention to Doom instead.

- ▶ Mister Fantastic and the Maker find the two Spider-Men and give them a gadget to track the source of Doom's power. Using it, they travel to Doomstadt and find the entrance to the Molecule Man's lair. Morales gives the starving Molecule Man a hamburger.
- ▶ **Doom assembles an army to defend Doomstadt. Four barons serve as generals:** Mister Sinister of Bar Sinister, the Goblin Queen of Limbo, Apocalypse of the Domain of Apocalypse and Maestro of Dystopia.
- ▶ The Goblin Queen's demons face off against Maximus' army and kill him.
- ▶ Captain Marvel convinces Mister Sinister to switch sides and attack the demons.
- ▶ Apocalypse's forces attack Sinister's, and Holocaust decapitates Sinister.
- ▶ The floating island of Doomgard arrives, but Thor (Jane Foster) has convinced most of the Thor Corps headquartered there to turn against Doom and the army of Apocalypse.
- ▶ Maestro shows up with a Helicarrier full of Hulks and betrays Doom too. However, the giant Thing destroys him and his Helicarrier.
- ▶ Star-Lord arrives at Project 42 to transport Mister Fantastic and the Maker to Doomstadt.
- ▶ At the southern side of Limbo, Black Panther and Namor blast a hole in the wall and let the dead out. T'Challa persuades them to charge through the Siege Courageous and into Doomstadt.
- ▶ The giant Thing fights Galactus. When he realizes that Franklin is the Invisible Woman's son, he stops fighting and allows Galactus to destroy him.
- ▶ Thanos arrives at Doomstadt with the Annihilation Wave.
- ▶ Star-Lord crashes his ship into Doomstadt. As soon as he can, he jabs a splinter of Groot into Yggdrasil at the base of Doom's throne. A giant Groot explodes out of the World Tree and takes down a chunk of Castle Doom before he stalks off.
- ▶ Valeria takes the Invisible Woman to the gardens, where they find the two Reeds.
- ▶ Doom rips the skeleton out of Thanos and then turns Annihilus against the invaders.
- ▶ The zombies come through the Siege Courageous, along with Black Panther and Namor.
- ▶ Black Panther uses an Infinity Gauntlet to turn Doom to glass, and Namor shatters him. He comes back, and the two battle each other in giant mecha. They wind up fighting in front of the sun (Johnny Storm).
- ▶ The Maker captures Mister Fantastic in a time bubble and devolves him into an ape, but the Molecule Man destroys the Maker and fixes Mister Fantastic.
- ▶ Doom defeats T'Challa and then realizes that the attacks have all been a distraction. He confronts Mister Fantastic in the home of the Molecule Man, who withholds Doom's powers.

- ▶ As Doom and Mister Fantastic fight and argue, Doom admits that his rival would have done a better job of rebuilding the Multiverse. Since they both agree, the Molecule Man gives the power to Mister Fantastic instead.
- ▶ Battleworld ends. Mister Fantastic, the Molecule Man and Franklin Richards set to rebuilding the Multiverse.
- ▶ Earth-616 is remade first, restarting from the moment before the first Incursion in that universe. In gratitude for the hamburger, the Molecule Man moves Miles and his resurrected family to Earth-616.
- ▶ Doom emerges from Castle Doom in Latveria and takes off his mask to reveal that his face is healed. At this, he laughs.

As you can see, this is a complex series of events that all lead to victory for the heroes. Your game does not have to replicate this at all, but it should aim toward something similarly epic.

IN THE EIGHTH COSMOS

After the Secret Wars ended and the Eighth Cosmos was born, the Fantastic Four set out to rebuild the Multiverse. As part of that, they sent nearly everyone back to their own re-created universes and left Battleworld behind. That abandoned universe became known as Earth-15513.

As this was the launching point for the new cosmos, Earth-15513 was suffused with leftover bits of the raw material of creation, known as Neutronium or (more commonly) ISO-8. This stuff came from Exo-Space (see page 69), a region that sits outside the Superflow that connects realities in the Multiverse.

When the Elders of the Universe discovered this material, they decided to hold a Contest of Champions to see which of them would claim it. The last two contestants—the Collector and the Grandmaster—each assembled super-powered proxies from across the Multiverse to fight for them, which proved to be their downfall. The Maestro and the Punisher of 2099 turned the tables on the Elders and took the power, now concentrated in a single ISO-Sphere, for themselves.

The Maestro proclaimed himself the new God King of Battleworld, but this did not last long. The heroes managed to grab the ISO-Sphere, and the pacifist Outlaw (Nigel Higgins) used it to disperse the Neutronium across the entire planet.

The Avengers of Earth-616 recently returned to Battleworld to discover it intact. There they found the Missing Moment that Mister Fantastic had subconsciously left there—and a version of Kang who had claimed the Grail inside it. Kang (in his guise as Myrddin) took control of the planet's only remaining residents—the zombies of the Deadlands—and sent them to attack the Avengers.

The Avengers could not stop Kang from activating the Grail, which would destroy the Eighth Cosmos by creating a new one. However, by working with the Twilight Court—a group of heroes Kang had created when posing as Myrddin—they defeated Kang and transported the Grail back to the void before the creation of the First Cosmos. When the Grail detonated, it created the First Cosmos.





NEW RULES

THE CORE RULEBOOK COVERS ALL SORTS OF DETAILS ABOUT how to play role-playing games in the Marvel Multiverse, but it can't cover every possible aspect of every kind of character in such a mighty setting. The wild number of universes that are kitbashed into Battleworld requires some additional rules, as does the prospect of exploring distant worlds and galaxies far from Earth.

This chapter delves into new rules and guidelines for many different things, including running epic events, presenting stories on Battleworld, dealing with infectious monsters, handling Rank X characters and using starships. In addition, there are new origins, headquarters, iconic items, vehicles, narrative powers, narrative items and more.

Although these new rules are inspired by and designed to work well on Battleworld and beyond, you should feel free to use them in any sort of Marvel Multiverse role-playing game.

RULES UPDATES

Let's start with a few essential rules updates that appeared in previous expansions and are reproduced here for your convenience.

New Stunning Rules

In the *Core Rulebook*, the stunned condition causes the following effect:

Any powers the character is concentrating on end immediately. They cannot take any actions, and all attacks against them have an edge. Unless otherwise specified, this lasts for 1 round.

Going forward, the new effect is this:

Any powers the character is concentrating on end immediately. They have trouble on any standard actions or reactions and cannot use any movement actions. The character can still use powers that can be used with standard actions or reactions. Any attacks against them have an edge. Unless otherwise specified, these effects last for 1 round.

New Shield Rules

When a character throws a shield with a Shield Bearer power, the power states that the shield returns to the character. However, it does not state when that happens.

Going forward, the shield returns at the start of the character's next turn. That means that if a character hurls a shield at a target, they cannot use other Shield Bearer powers or enjoy the benefit of the shield until the start of their next turn.

New Mythic Origins Tag

All characters who have a Mythic origin of any type also have the new Allspeak tag. (See page 194 for how this works.)

The Ultimate Fantastic Initiative Rule

According to the *Core Rulebook*, when a character gets a Fantastic result on their initiative roll, they get to take part in a bonus round before the main combat begins.

Now, in addition to that, if a character gets an ultimate Fantastic success (6M6) on an initiative roll, they can turn their Marvel die to an M on any single action check they make during the bonus round.

Damage Reduction and Conditions

Each level of Health Damage Reduction protects a character from up to 5 points of Health damage per turn from damage-causing conditions like ablaze. For example, Sturdy 2 protects a character from up to 10 points of Health damage from conditions per turn. Any damage over and above that protection affects the character normally.

Damage from various kinds of conditions adds up, but only from different conditions. If a character is ablaze, for instance, they take 5 points of damage at the end of their turn. They cannot be more ablaze, even if they're set on fire by several things at the same time.

However, if the character also suffers from another condition that causes 5 points of damage at the end of their turn, they take a total of 10 points of damage at the end of their turn. If they have Sturdy 1, that protects them from 5 points of damage per turn, but the remaining 5 points get through. If there is doubt as to what kinds of damage a character might suffer from or be immune to, the Narrator chooses how to allocate such damage.

Henchmen

Sometimes, a Narrator might need a fast way to create low-rank henchmen for a villain. Here's how.

By their very nature, henchmen are weaker than their bosses. They're often recruited and trained in droves and are considered dispensable. As such, most henchmen are only Rank 1 or 2. In some rare instances, when working for high-rank villains, they could be Rank 3 at most. In any case, they must be of a lower rank than their boss.



Henchmen ability scores total up to 5 times their rank. It's simplest to just make each score equal to their rank, except for one of them (often Logic), which is 0. However, there can be exceptions.

Henchmen get one trait per rank.

Henchmen get one power per rank, respecting any prerequisites. Choose them to fit the concept for this particular kind of henchman. In many cases, their powers should be restricted to ones that a character with the Special Training origin could pick, but it's fun to give them powers associated with their boss too.

Apply any tags that fit the concept for the henchman, but otherwise skip them.

Example: *Crossbones gathers a bunch of henchmen to help with his latest plan. They are all Rank 1, so their abilities are all 1, except they have a Logic of 0. They are trained mercenaries, so their trait is Combat Expert. For their power, they have Suppressive Fire.*

Published works use a simplified profile for henchmen.

BUILDING YOUR OWN BATTLEWORLD

Chapter 8 is dedicated to describing Battleworld from the fourth Secret Wars, but there is no reason the Narrator can't create their own version of it. After all, the end of the Seventh Cosmos may have happened differently in your game than it did in the comics.

There are two major ways to make this happen.

New Domains

The simplest way is to leave most of the structure of Battleworld in place and just add new domains. These can be wedged into part of the official map or swapped out wholesale with existing domains.

Each new domain should have its own statistics and include details about its baron and the Thor Corps member assigned to it (if any). Also consider questions like:

- ▶ Do the people know that they're on Battleworld?
- ▶ Do the people worship Doom?
- ▶ What's happened to the domain in the past eight (or so) years?

Strictly speaking, each domain should be based on a particular universe in the Multiverse of the Seventh Cosmos. The Narrator can add in whatever they like, including universes of their own.

That said, there are plenty of Marvel universes ready to add. For example:

- ▶ **Earth-65:** The home of Ghost-Spider
- ▶ **Earth-982:** The MC2 universe
- ▶ **Earth-1298:** The Mutant X universe
- ▶ **Earth-8311:** The Larval universe, home of Spider-Ham
- ▶ **Earth-9997:** The Earth X universe
- ▶ **Earth-56438:** The Hydra Earth from *The Cataclysm of Kang*
- ▶ **Earth-90214:** The Noir universe

Ideally, new domains shouldn't be too close in nature to existing domains, but that's up to the Narrator. Also,

note that new domains shouldn't contain any of the following characters:

- ▶ Franklin Von Doom
- ▶ God Emperor Doom
- ▶ Human Torch (Johnny Storm)
- ▶ Invisible Woman (Susan Von Doom)
- ▶ Mister Fantastic (Reed Richards)
- ▶ Molecule Man
- ▶ Sheriff Stephen Strange
- ▶ Thing (Ben Grimm)
- ▶ Valeria Von Doom

New God Emperor

If the Narrator likes, they can switch things up even more. Although Doctor Doom is the God Emperor of Battleworld, someone else could have taken his place. Doctor Strange, for instance, could easily have taken the Beyonders' power—or shared it equally with Doom. Or the Molecule Man might have decided, in his madness, that he couldn't trust anyone else with such power, no matter how unstable he might have been.

The Narrator can substitute anyone else for the God Emperor. However, moving too far afield from Doom might make Battleworld nearly unrecognizable. In some cases, it would be better than Doom's creation, but in others, it could be far worse.

For instance, if Black Panther had managed to wrest control from Doom, he might transform the entire world into a new Wakanda. It could be a technologically advanced society he would rule over in great wisdom, while balancing his duties as the King of the Dead too. Unless he dared to share power with others, though, it might not ever become a new Multiverse.

Conversely, if Thanos managed to grab the power, he might subjugate everyone in the universe, murdering the weak immediately. His lack of imagination might lead to a single sort of Battleworld in which he becomes Death and forces everyone to worship him.

BATTLEWORLD GAMES

Narrators can use the information in this book to run stories set on Battleworld. It's an amazing environment, filled with all sorts of different parts of the Marvel Multiverse and overflowing with the potential for adventure. Rather than try to cram all of that into a single plotline for an ongoing story, though, think about it as a vast open-world setting in which the heroes can face any kind of challenge the Narrator can come up with.

Running Single Issues or Graphic Novels

Battleworld is a great place to run shorter, contained stories, whether those are one-shots or graphic novels. The Narrator doesn't have to worry about the overarching plot of the wider setting but instead can focus on a self-contained story, often one that's set in a single domain.

These stories can cross borders and enter multiple domains, but that's not necessary for shorter adventures. They can take place entirely within a single domain with little concern for the larger implications—at least on the players' part.

The entries for each Battleworld domain come with several plot hooks that the Narrator can develop into such adventures without too much trouble. Each of these are left with many questions so that the Narrator can fill in the details while tailoring the stories to the heroes taking part in it.

Running an Ongoing Series

When running a longer series on Battleworld, it would seem like a waste not to consider moving the action into other domains or even giving the heroes a chance to challenge God Emperor Doom's dominion over the entire planet. Otherwise, it would be easier to simply run the stories in the actual universes that the domains draw from, but the framework of having them all be part of Battleworld adds a lot to the fun.

However, the game doesn't have to jump into other domains right away. In some of Battleworld's domains, the people don't even know that they're no longer in their original universes. They have no idea that the Multiverse ended or that they're now living on a patchwork world.

Because of that, the Narrator can take an existing series and transplant it to Battleworld. All it takes is revealing to the heroes (and the players) that the game has been set on Battleworld the entire time without them knowing it—till now.

In any case, having the same team of heroes take on adventures in several different domains can be a massive challenge. But it doesn't have to be. Instead of trying to design a plot that allows the heroes to work their way up to putting an end to Doom's dominance, the Narrator can allow this to evolve organically. See The Battleworld Event section (page 159) for more details on how to handle this.

Changing a Domain's Loyalty

Once the heroes know they're on Battleworld, many times they would like to work to make things better in their domain and perhaps even fight for their freedom from Doom's reign. As part of that, they can work to change a domain's statistics as much in their favor as possible. (See Chapter 8: Battleworld for more on domain statistics.)

Doing this does not come without risks, as causing any kind of trouble—even *good* trouble—can draw the attention of the Thor Corps, the baron in each domain and perhaps even the wrath of Doom himself.

This is one of the benefits of setting stories in a particular domain. Each time the heroes have a successful adventure in a domain, the Narrator should change the domain's Loyalty in the heroes' favor. If the story the heroes just completed had a particularly important effect, the Narrator could change the Loyalty by two or even three steps.

If the heroes can get a domain to the point at which its Loyalty gives them a double edge (2E) on attempts to persuade people to join them against Doom, fomenting rebellion in that domain becomes much easier.

Example: *The Loyalty of Egyptia is 1T, as the people there openly worship the God Emperor. On top of that, Khonshu works to reinforce that faith, as her power is given to her by Doom. If the heroes undermine faith in Khonshu, that might change the domain's Loyalty to —.*

If the heroes later defeat Khonshu and destroy her religion in Egyptia, that could change the domain's Loyalty by another

two steps, to 2E. At that point, the heroes could gather the people of Egyptia around them and march toward Doomstadt—even if such an assault is likely to end in slaughter.

Conversely, if a story goes badly for the heroes, the Narrator can adjust the domain's Loyalty against their favor by a step or even two.

Dealing With the Thor Corps

Any time the heroes break Doom's law, they run the risk of drawing the attention of the Thor Corps. (See the Doom's Law section on page 85 for examples of this.) How likely that is depends on the nature of the infraction and how flagrant it is.

For example, questioning Doom's divinity is blasphemy, but doing so among close friends who feel the same way is unlikely to cause trouble, even if they are entirely loyal to Doom. However, shouting such questions to a crowd of listeners or openly carrying a sign that states such beliefs is far more likely to draw attention.

Doom is not omniscient, and neither is the Thor Corps. Instead, they rely on people reporting most infractions to them. The chance of someone reporting a team or a hero for an infraction depends on the domain's Loyalty and the nature of the infraction.

When a hero breaks one of Doom's laws, the Narrator should have the hero make a check to see if they get away with it. The Narrator chooses the ability for the check and the target number based on the situation. Then they apply the domain's Loyalty to the roll.

The Avoiding Consequences table gives some examples, but the Narrator is free to alter the ability and TN as seems best.

AVOIDING CONSEQUENCES

Crime	Ability	TN
Disobeying a baron	Ego	14
Heresy	Ego	12
Sedition	Logic	16
Sowing discord	Logic	16
Travel without permission	Vigilance	14

If the Narrator is using the mutant reputation rules (from the *X-Men Expansion*) or the hero reputation rules (from the *Spider-Verse Expansion*), they can apply the edges and trouble from those effects as well. In this way, a beloved hero in a domain that's disloyal to Doom could wind up with four edges, while a hated hero in a domain that is extremely loyal to Doom could face quadruple trouble instead.

If the heroes break a particular law together, they should pick one hero to act as the leader and make a single action check for them all. The others are assumed to be doing what they can to give the leader an edge on the check, but that only cancels out the trouble that they bring by enlarging the group, so consider that a wash.

When the Thor Corps gets involved, they often send a single Thor to confront the lawbreakers. They know that most guilty people give up rather than try to fight their way out of being arrested and brought before Sheriff Strange. The

heroes can use this to their advantage, as eluding capture by a single Thor is far easier than avoiding a full-scale dragnet by every available Thor.

However, if the heroes attack a Thor in an effort to break free, they can get away with it only once. The next time the Thor Corps gets an alert about the heroes, they send in at least one Thor for every member of the team. If a hero is Rank 5, the Corps sends two Thors for them. If the hero is Rank 6, they send four.

If a hero somehow kills a Thor, the Corps sends all available Thors after them, and they refuse to rest until the killer is brought to justice.

If the Thors wind up facing something they can't handle, the standard procedure is to flee and find Sheriff Strange. If need be, one or more of them can fight a rearguard action to give the others a chance to escape. Reaching Strange takes time, but the Thors can travel relatively fast.

If the Thor Corps is in dire straits, one of the Thors can pray directly to Doom to call on him for help. Doom is reluctant to enter such frays unless it seems like the Thors are definitely going to lose. He does not appreciate being drawn into jobs that the Thors should be able to handle, and if they can't measure up, he allows them to suffer the natural consequences for that.

However, if Doom recognizes that the Thors are facing a threat that is well beyond their means to handle—or that might involve people he suspects to be dedicated to his downfall—he teleports to the location and personally metes out justice.

RUNNING AN EVENT

Ambitious players might like to set an entire group of stories in Battleworld, all the way up to and including trying to take down God Emperor Doom himself. This is the kind of game that can go on for months, if not years, with no clear end.

Role-playing games don't have winners or losers or a natural end point. As long as the stories are engaging and fun, they can keep going forever. The only thing that makes it time to move on is when the players are all ready to do so.

One such style of play is called an *event*. Think of it as a company-wide crossover that touches every one-shot, graphic novel or ongoing series being published at the time. The event that covered the fourth *Secret Wars*, for example, involved not only the central *Secret Wars* miniseries but dozens of other miniseries that all tied into the event's central concepts, taking over all Marvel comics for nine months.

An event brings together all sorts of stories under a wide premise that unites them. This book, of course, gives plenty of information about Battleworld and all that it entails, but players should feel free to concoct other premises too.

Event Rules

There are certain rules for running an event that help keep everything moving.

The stories all matter. They become part of the event's continuity.

At the end of each session, a designated player should write down what happened in the session. In stories as large and sprawling as those in an event, it's easy to lose track of details. Memories of even the most spectacular moments can quickly fade, so it's important to get the details into an official record.

Although the Narrator—or multiple Narrators (see page 158)—is in charge of the event, this is a prime opportunity for one of the other players to help out. Many players like to take notes about the details of a game during a session anyhow. All they need to do is get down as much as they can and turn it over to the Narrator at the end of the session. The Narrator can fill in any missed details (or even secrets) as necessary.

Some players like to write up a session as if it's a short story, which can be loads of fun. Others are only concerned with the bullet points, preferring to stay in the moment and focus on the game. Most wind up somewhere in between.

At minimum, a session report should include:

- ▶ The heroes involved.
- ▶ The characters the heroes interacted with.
- ▶ The results of the session. This includes the condition of any characters and any other pertinent details. (In a Battleworld event, this should also include any changes in a domain's statistics.)

The reports form a living document that becomes the grand story the heroes are involved in. Think of it as the sweeping chronicle of all the players accomplish, both good and bad, in their efforts to bring the event to a climactic conclusion.

Plot Points

Events often have a series of plot points that cover the important parts of the event's main story. These are the highlights that need to be part of the larger story for it to move along and make sense.

However, events can stray from the plot points. Unless the players are in a hurry, there's no reason to rush from one plot point to the next. The heroes can run off on as many tangents and side missions as they like.

The Narrator should plan out the event's plot points before starting the event. In general, they should not share these with the rest of the players to help preserve the element of surprise. Instead, they should reveal these points through play, usually in order.

Each event starts with a problem, usually an amazing one that's sure to require many heroes working together. In the case of the fourth *Secret Wars*, for instance, the problem is that the Multiverse has collapsed and one man—Doctor Doom—has taken advantage of the situation to seize ultimate power.

The plot points for an event can start as a simple set of bullet points that show:

- ▶ How the heroes get involved in the problem.
- ▶ How the heroes can learn more about the problem.
- ▶ How the heroes can attempt to solve the problem.

Those last two points can be repeated multiple times. Just because the heroes know something about the problem doesn't mean they fully understand it, which means their attempt to solve it is likely to fail. However, they can learn from their failure, gain more information about what's really happening and attempt to solve their new understanding of the problem again.

This can go on for as long as the Narrator likes, but it's best to have an end in mind. Otherwise, the players can

start to feel as if the Narrator is just stringing them along, teasing them with something that's forever out of their reach. If they earn their moment of triumph, they should have it.

Side Stories

The plot points map out the central spine of the event, but they hardly encompass the entire thing. To flesh things out, the Narrator can add in all sorts of potential side missions and expected responses to the heroes' actions.

The Narrator can plan some of these tangents ahead of time—and likely should—but they should also take care not to overdo it. Detailing everything down to the tiniest encounter can make a Narrator feel compelled to use the elements they've planned out whether they fit naturally into the event's developing storyline or not.

The heroes' actions often go in unexpected directions, so it's best to let the players shape how the game unfolds instead. This makes the event feel fresh, unique and alive, something that everyone involved is actively participating in rather than simply walking through a story already written.

To be clear, having lots of side stories is what separates an event from a graphic novel or an ongoing series. It's how the players join together to create a wider canvas on which to tell a sprawling, epic tale.

Not every side story has to deal directly with the event's plot points. Ideally, they should have some effect on the larger whole, but they can be woven into that fabric by means of circumstance. Take the chance to experiment broadly with those ideas and see where they take the game.



Art by David Nakayama

Multiple Teams

In an event, there's no reason that the players involved have to limit themselves to a single group of heroes. They can play any heroes they like in any of the stories, and the Narrator can run games that involve anywhere from one hero up to the entire group. The only limit is the time the players can devote to the game.

That said, there's rarely a reason to rush. Enjoy the stories as they play out rather than trying to race to the end.

A Narrator could, for instance, run a story set in Manhattan with the whole group, a story set in Egyptia with only two heroes and even a single-player story in New Quack City.

Chronologically, the stories happen in the order in which they're played. If some of them are played at roughly the same time, those stories happen at roughly the same time too.

Some stories need to be broken up into multiple sessions, and they might start before a different story and end after it. It's up to the Narrator to make sure that events in those two stories don't impinge directly on each other—at least, not accidentally. That helps to prevent any conflicts that might confuse how things fit together overall.

Metateams

One way to tie together the various teams that play through an event is to establish a central metateam that connects many if not all of them. The Illuminati is a good example of this, as the members of that metateam are also members of just about every other important team on Earth-616.

Consider also the lists of characters that made it onto the life rafts that found their way from the Seventh Cosmos to Battleworld. The Future Foundation's life raft carried some of the members of the Illuminati but also some of the most powerful and popular characters around. Similarly, the Cabal life raft brought together some of the Multiverse's greatest villains.

Ideally, the event's core group of players forms the metateam. They often play in the event's first sessions and, ideally, its last sessions too. They provide a throughline that runs from one end of the event to the other.

Other teams can come and go and have a huge effect on the event. Those teams can also have fun with stories that don't affect the overall event much at all. Either way, they are woven into the fabric of the event, making for a richer, more epic whole.

Multiple Narrators

Truly ambitious groups can run an event with multiple Narrators too. This can give the regular Narrator a break or even allow them the opportunity to play a hero for a while rather than run the game.

It's also a great way for novice Narrators to try running a story for the first time. They can start with single-issue stories and work their way up to helping with the entire event.

When there are multiple Narrators, they should share the results of each session with each other as they happen. That way they each know the state of the event at any given point.

They should also share at least rough plans for their stories with each other so they don't accidentally step on each other's toes. They can then work together toward the final sessions when the time comes.

The Epic Conclusion

All good things must come to an end. Eventually, the players may decide it's time to end the event. All of the Narrators involved should decide how this should happen.

The details can vary, but they should include:

- ▶ Who is the Narrator for the final story?
- ▶ Who are the heroes, and who is playing them?
- ▶ What are the stakes for this story?
- ▶ What happens if the heroes fail?
- ▶ What happens if the heroes succeed?

The Narrator should keep in mind what kind of effects the end of the event might have on any ongoing series. Can the players simply pick up where they were before? Or is the status of their world sure to change?

Failing Doesn't Mean Finished

If the heroes ultimately fail, is that the end? Or might there be some way for them to redeem themselves and perhaps even find a second chance? Could another set of heroes learn from their mistakes and carry on in their stead?

The fourth *Secret Wars* serves as an excellent example of this. Many of the most powerful people in the Marvel Multiverse—heroes and villains alike—did everything they could to stop the Beyonders from destroying the Seventh Cosmos. In the end, they failed, but their actions had dramatic effects on the outcome. Despite the loss of nearly everything, Doctor Doom managed to piece together Battleworld, which gave the heroes a chance to come back and triumph.

In the end, it's up to the players and how they want to handle it, but it's sure to make for an amazing story either way.

THE BATTLEWORLD EVENT

By way of example, here is how an event like Battleworld can work, using the material presented in Chapter 8. The Narrator should feel free to take these ideas and run with them—or to come up with something entirely on their own.

Keep in mind that players might read this material, so wise Narrators should put in a little effort to tailor the event's story to their own needs. This can help keep both the heroes and their players on their toes.

That said, if you're not planning to be a Narrator for the event, skip over this section to reduce the chances of spoiling any potential surprises for yourself.

Following the Original Story

The Narrator can simply take the story told in the 2015 *Secret Wars* miniseries and place the heroes in that. The main issue with this approach is that the players might have read the comics—or might start reading them after the game gets rolling.* This makes it much harder to offer the players any sense of surprise, as they already know the dramatic twists and turns.

***EDITOR'S NOTE: WANT TO CATCH UP ON THE WHOLE 2015 SECRET WARS SERIES? WE RECOMMEND READING THE MINISERIES THROUGH MARVEL UNLIMITED OR PICKING UP THE SECRET WARS COLLECTION FROM YOUR LOCAL COMIC SHOP OR BOOKSTORE INSTEAD. --BOOSTER BRIAN**

The easiest way to insert the heroes into the story is to have them be survivors on the Future Foundation's life raft or stowaways on the Cabal's life raft. They can then meet with Sheriff Strange and play through the following plot points:

- ▶ Emerge from the life raft and evade capture.
- ▶ Find the source of Doom's power.
- ▶ Figure out a way for part of the team to distract Doom.
- ▶ Have the remainder of the team reach the source of his power and find a way to disable or steal it.

Because of the nature of the miniseries, this happens in a relatively short period of time: mere weeks. This can make for an epic adventure, but it doesn't quite fit the entirety of a full event. That requires a bit more leading up to it.

Getting Started

In the original story, Battleworld lasts for *eight years*. There's no reason to rush straight to the end of it.

The Narrator can start the event at any point. They can even go back to before the event technically begins and have the heroes live through the destruction of the Seventh Cosmos to help set the tone. (This is, in fact, how the *Secret Wars* miniseries starts off.)

The end of the event should be at some nebulous point in the future that the heroes *might* reach, if they are good, smart and lucky and never lose hope. However, just like in real life, the future is not promised. Planned for? Worked toward? Sure. But never fated. Instead of worrying about the event's destination, the players should enjoy the journey for as long as they can make it last.

There are two simple ways for heroes to become involved in the event.

As said above, they can survive the end of the Seventh Cosmos in a life raft. This inserts them into Battleworld close to the end of the event though.

The other way is for them to wake up after the end of the Seventh Cosmos as residents in one of Battleworld's domains. This allows the heroes to take part in the entirety of the event.

Note that it's possible for the players to do *both* of these things. First, they can take part in sessions that are set at the dawn of Battleworld, and later, they can switch characters to play heroes who made it into the life rafts and were stuck there until their release.

That said, the players shouldn't have to get through eight years of stories before reaching the event's finale. Narrators should feel free to cut straight to any point in the event timeline. Many of the comic book stories associated with the *Secret Wars* event, for example, happen at some nebulous point before the Cabal's life raft is discovered.

Integrating an Existing Ongoing Series

If the players are already involved in an ongoing series, there's another—much sneakier—way to bring them into Battleworld. Instead of having them wind up in one of the existing domains, the Narrator can add their current universe to those that make up the patchwork planet. They can do this either by replacing one of the existing domains or by simply wedging the new domain into a relatively empty space on the Battleworld map.

Allow the heroes to eventually discover that they are living on Battleworld. They might wonder how they got there. Did their universe end while they were sleeping? Did they somehow forget the end of the Seventh Cosmos—or have it wiped from their minds? Or have they been living in this domain on Battleworld during the entire ongoing series and never knew it till now?

Also, why is everyone—including them—now using the word *Doom* for God?

The Stories

Each of the domains described in Chapter 8: Battleworld comes with a few adventure hooks to use as ideas for stories in that location. If the Narrator wants to use each and every one of these as part of their event, that would total nearly a hundred different stories—and that's not even including the finale.

That kind of ambition can be both inspiring and daunting. If a Narrator wants to take on such an epic challenge, go for it! But it's fine to pick and choose from the adventure hooks given. The Narrator can also supplement those hooks with ideas of their own, or they can ignore the suggested hooks completely and come up with their own ideas from scratch.

If the heroes start out on Battleworld as natives (rather than life-raft survivors), take care to pick the domain in which their time on the planet begins. To give the heroes a chance, they should start in one of the domains that has a Danger that is at their average rank or lower.

It's okay for them to move into more dangerous domains later, and that will likely happen at some point. However, there's a lot for players to absorb when first encountering Battleworld, so it's best to start them out with something easy and ramp up the challenges later.

Fomenting Rebellion

Moving directly against God Emperor Doom without any support or preparations is suicide. On Battleworld, he has no equal, and he is prepared to rewrite reality in an instant to alter matters in his favor. Nothing can stop him. However, when Doom is unable to call on his barons for help, he has to take a direct hand in quashing the kind of overt challenges the heroes should be able to muster with their allies, and this leaves him distracted and vulnerable to other plots.

To defeat Doom, the heroes need to start or join a movement against him, something that can blossom into a full-on rebellion. There are a number of ways to go about this, and the Narrator should give them the latitude to choose the method they like best. That doesn't mean they're going to succeed, but they should be given the chance to do things their own way.

The main way to do this is to play sessions in a domain that lead to a change in its Loyalty. Once a domain's Loyalty is 2E, it holds little if any loyalty to Doom, and the people there can be counted on to help the heroes in their efforts at rebellion.

(Note that because New Mars has no people, it has no Loyalty. Unless something unusual happens there in the course of the event, it is always considered neutral and cannot be swayed or used in the final battle.)

In this way, the heroes can establish relatively safe bases around Battleworld and work to turn the tide against Doom and the forces loyal to him. Once the heroes have enough domains willing to work with them against Doom, it's time to make their move.

To calculate how loyal all of Battleworld is to Doom, add all the edges and trouble of the Loyalty in the 41 domains, Knowhere and smaller regions. As presented in Chapter 8, the total balances out perfectly at 0. Rather than counting every domain each time, the Narrator can start with that total and work from there.



Each time the heroes do this, keep a record of what happens. This should include:

- ▶ In which domain the story happened
- ▶ Which heroes were involved
- ▶ Which way the Loyalty there shifted and by how much

When the heroes feel like they're ready, they can attempt to take down Doom. See the Challenging God Emperor Doom section on page 162 for how that works.

The Silent Chambers

The most straightforward way to foment rebellion is to join a movement that already exists. The Narrator should feel free to come up with one of their own, but the only confirmed organization that manages to elude Doom's wrath is known as the Silent Chambers.

The Silent Chambers is a citadel that Doom believes is somewhere under the domain of Manhattan, although he does not know for sure. The Thor Corps and Sheriff Strange have brought him reports of such a place, and the supposed members often kill themselves or have their minds locked against telepathic interrogation to keep them from revealing the identities of their allies.

The only thing Doom knows for sure about the Silent Chambers is that they have the support of the Braddocks of Higher Avalon. He keeps this knowledge to himself, though, until he feels it's the right time to reveal it for maximum impact.

The Silent Chambers are actually not a single citadel but a series of hideouts located underneath Battleworld, keeping them hidden from all but the most determined searchers. They are connected by a series of teleportation portals so the rebels can use them to move from one place to another around Battleworld with relative ease—as long as they are working on the side of the organization's leader, who calls himself the Secret Servant.

The Quiet Room

Meanwhile, in an effort to root out these rebels, Doom has set up an ongoing experiment called the Quiet Room to help him understand their motivations and their methods. See the entry on New Attilan on page 117 for more details about this. In short, Doom initiates a rebellion started by one part of the Inhuman Royal Family and orders another part of the Royal Family to destroy it. Then he observes to see how the complex situation plays out.

In this experiment, Doom has supposedly set up broadcast towers that affect the minds of people in the domain of Manhattan, pacifying them so they never question his power. Once someone learns about the towers, the effect does not work as well against them, and they can make a Logic vs. TN 12 action check to break free from Doom's influence.

There's no evidence that Doom has actually deployed such towers. In most cases, it's enough for him to simply keep his citizens too busy dealing with their lives to have the time to worry about working against him. This is one reason Doom filled Battleworld with all sorts of conflict rather than instituting global peace. These tensions help each domain's residents keep each other occupied, and in this way, Battleworld mostly manages to regulate itself.

So far, throughout Doom's experiments, the Inhumans have always managed to figure out what's happening and join forces against him. With a snap of his fingers, though, he can reshuffle reality to watch it play out again.

Besides working as an experiment, the Quiet Room also serves as a honeypot trap for people looking to join the Silent Chambers. Those who join are either arrested by the Thor Corps or integrated into Doom's next iteration of the experiment.

The Secret Servant

Although the comics that tell the story of the most recent Secret Wars cover a lot of ground, they also leave space for players to create their own stories. For example, this section is not in the comics, but it works seamlessly with the stories told there.

There is one entity in Battleworld that Doom does not have control over: the Secret Servant. In fact, Doom does not even know of this person's existence. If he did, he would tear the planet apart to destroy him.

It's none other than the Beyonder—the young one first encountered in the original Secret Wars.

At the end of the Seventh Cosmos, the Beyonders entered the collapsing Multiverse to confront Doom, Strange and the Molecule Man. Doom then launched his captured Molecule Men at them to blow them up, killing them all. The Molecule Man of Earth-616 absorbed their power so the three survivors could use it to preserve as much as they could of the Multiverse.

However, the young Beyonder did not join the others when they charged out to confront Doom. He had plenty of direct experience with Doom already—including losing his powers to him on the original Battleworld—and believed Doom would have worked out some trick to defeat the Beyonders. Out of an abundance of caution—which some might call cowardice—he remained outside the Multiverse and watched as the rest of his kind died.

In the aftermath, as the Seventh Cosmos came to an end, the Beyonder shrank to minuscule size and hitched a ride on Doom's time platform. Hidden, he watched in amazement as Strange and the Molecule Man handed over control of the Beyonders' power to Doom, who then proceeded to build his new Battleworld out of the remnants left behind during the Incursions.

Fearful that Doom would obliterate him, the Beyonder remained hidden even after Battleworld was complete. He created a secret home for himself inside the planet, and this became the first part of the Silent Chambers.

The Beyonder knew that Doom would find and destroy him, given enough time. To prevent that, he would have to overthrow Doom, but for such an ambitious goal, he needed help.

To that end, the Beyonder constructed other hideaways beneath each of Battleworld's domains and connected them via a series of teleportation portals that sat behind doors. He was the only person who could activate them, as well as the only one who knew where they all led.

Then the Beyonder began luring heroes into the hideouts, where he hoped to persuade them to help undermine Doom.



Art by Jim Cheung, Mark Morales & Justin Ponsor

Joining the Silent Chambers

Once heroes enter one of the Silent Chambers, the Beyonder speaks to them anonymously through a video screen that shows a map of Battleworld that highlights the places he's concerned with. He can also use it to show them images and videos of their objectives.

The Beyonder is reluctant to tell the heroes the full truth about Battleworld. Instead, he appeals to their desire for freedom and their growing suspicion that something about the world isn't right, that Doom isn't the wise and benevolent god he claims to be. If they discover the truth, he's willing to confirm it, but he lets that happen in its own time.

If the heroes agree to join the cause, the Beyonder begins assigning them various objectives, which they can complete in any way they like. He's not a director as much as a suggester of missions. If the heroes have ideas of their own, he's willing to listen and offer support.

Once the heroes agree to go on a mission for the Silent Chambers, the Beyonder opens a portal that takes them from their current domain to the one they need to reach. When they arrive, he tells them how to get to the surface and then wipes their memory of the place's location as well as knowledge of any other members of the Silent Chambers beyond the group they're working with. That way, if they get caught, they can't reveal any secrets about the group, as they literally know nothing of value.

When the heroes complete a job, the Beyonder reaches out to them again. Once they find their way back to one of the Silent Chambers, he restores their memories as best he can. He then updates the map of Battleworld to show their progress, if any. In this way, he serves as a proxy for the Narrator, helping the players understand the state of Battleworld and the progress the heroes have made to improve it.

If there is ever any sign of Doom, the Beyonder abandons the heroes immediately. He removes the teleportation portals

from the hideaway they were using and obliterates the entire location. As long as he doesn't get caught, he can always find more heroes to help him out.

Conversely, if the heroes find themselves in a tight spot and need a little help, the Beyonder might be able to step in and lend them a subtle hand. If he does so, he uses the minimum possible effort, ideally in a way that could be explained away by one of the heroes' powers or even by random chance. He doesn't want to give the Thor Corps, Sheriff Strange or—especially—God Emperor Doom any indication that someone with his powers is lurking about, and he knows how suspicious they can be about such things.

CHALLENGING GOD EMPEROR DOOM

When a team of heroes is ready to make their move, they can launch an assault on Castle Doom. If they announce their intent to the Beyonder, he can say whether he thinks they can pull it off yet or should hold off for a bit. (This is up to the Narrator's judgment.)

The Event Points Goal

To defeat Doom, the heroes need to gain a number of Event Points during this climactic battle. When they have enough of them—the Event Points Goal—they finally triumph.

To establish the Event Points Goal, the Narrator rolls d616 and keeps the result secret, also noting if it is a Fantastic result. This supplies a number anywhere from 4 to 18, although it's most likely to be around 11.

Alternatively, if the Narrator likes, they can simply pick a number for the Event Points Goal and use it for the entire event. They should also note if they want the number to be considered a Fantastic result. A low number usually makes for a shorter battle, while a higher number is likely to make the fight longer.

Earning Event Points

During the battle, Doom speaks with the heroes, as he doesn't believe they can actually hurt him—and he's right. This can make for excellent opportunities for role-playing. The heroes can accuse him of all sorts of atrocities, for instance, and he can mock them for not being strong or smart or determined enough to accomplish what he has done: saving anything at all.

Whenever the Narrator believes a character has irritated Doom enough, Doom tries to kill them in a spectacular way. If Mister Fantastic is one of the characters, Doom always chooses him last. He wants to force his old foe to watch his allies die.

At that point, the targeted character can pick one of the domains affected during the event and make a Challenging Ego or Logic non-combat check using the edges or troubles from that domain's current Loyalty. This represents the people from that domain coming to the team's aid.

If there are any affected domains left, the character must use one of them, even if that would give them trouble. If there aren't any domains left, they can still make the check, but they have double trouble on it.

The targeted character can also spend a point of Karma on this check, but no one else can. The characters cannot gain edges for this check in any other way.

If the character fails the check, Doom utterly destroys them. The Narrator can come up with something appropriate for the players, but it could range from simply striking the character dead to ripping their entire skeleton from their flesh.

If the character succeeds, forces from the chosen domain intervene and Doom destroys them instead. Either way, each domain can be used only once during a challenge.

If the character gets a Fantastic success on the check, the team gains 1 Event Point.

If the heroes have a powerful narrative item that allows them to remake reality—like a Cosmic Cube or an Infinity Gauntlet—they can use it during one of these checks to gain an automatic Fantastic success. Doing so destroys the item. The characters cannot get an automatic Fantastic result in any other way.

Defeating Doom

When the heroes get within 1 point of the Event Points Goal, the Narrator should let them know. This helps heighten the drama. Also, a team that's suffered losses but is not close to the goal can decide to flee, keeping the surviving members alive—for now.

If the Narrator got a Fantastic result on the roll to establish the Event Points goal, the heroes must get a Fantastic success on an Absurd Ego or Logic check to gain the last Event Point they need.

When the heroes reach the Event Points Goal, they win.

The battle continues until the heroes run out of characters or affected domains, the survivors flee or they defeat Doom.

Example: *Some of the people from the Future Foundation life raft have been fomenting rebellion throughout Battleworld for the past several weeks, and they are finally ready to make their move against Doom. This includes:*

- ◆ *Black Panther (T'Challa)*
- ◆ *Captain Marvel (Carol Danvers)*

- ◆ *Mister Fantastic (Reed Richards)*
- ◆ *Spider-Man (Peter Parker)*
- ◆ *Star-Lord (Peter Quill)*
- ◆ *Thor (Jane Foster)*

In the course of their work, they have visited several domains and moved their Loyalty in the right direction. They've also found an Infinity Gauntlet.

The Narrator rolls d616 and gets a 12, making that the Event Points Goal.

The heroes taunt Doom, and he eventually gets frustrated with them and tries to kill Thor. She calls on the domain of Manhattan for help. She needs to make a Challenging check, which for her has a TN of 15. Since she has a higher Ego non-combat bonus, she uses that.

The domain's current loyalty is 2E, giving Thor two edges. She rolls and gets a total of 15, which gives her a success, but not a Fantastic one. She uses her two edges to roll her Marvel die up to two more times, and on the first reroll, she gets a Fantastic result. This gives the team 1 Event Point.

The heroes engage with Doom again, knowing that this is far from over. After a bit more banter, he decides he's had enough of Spider-Man and attacks him.

At Rank 4, Spider-Man needs to get a 14 or better to live. His player calls on help from Spider-Island, which has a Loyalty of 1E. He uses his Logic but makes a bad roll and only gets a 12. He uses the edge from Spider-Island, but that only gets him up to 14, which still fails the roll. He uses a point of Karma, but that doesn't improve anything. The heroes decide to use the Infinity Gauntlet to save him, destroying the item instead. This also earns them another Event Point.

Later in the battle, Doom targets Star-Lord, who calls on King James' England for help. Its Loyalty is —, meaning it doesn't affect the roll at all. He fails his Ego check, so he spends a point of Karma. That doesn't help either, so Doom teleports him into orbit around Knowhere, where Quill dies instantly.

Even later, the heroes are running out of good domains to choose from. Doom targets Captain Marvel, and the best she can call on is Limbo, which has a Loyalty of 1T. This gives her trouble on her Ego check. She rolls a Fantastic success, but the trouble means she has to reroll her Marvel die and take the worse result. She loses the Fantastic success but still succeeds. She lives to fight again, but the team doesn't get an Event Point.

Toward the end of the conflict, the only hero left is Mister Fantastic. However, the team has earned 11 Event Points, just 1 shy of the Event Points Goal, and the Narrator has let them know that, so they continue on. The Narrator also reveals that they got a Fantastic success when setting the Event Points Goal, so earning the final point requires an Absurd check.

Doom tries to kill his old foe, who calls on Doomgard for help. That domain's loyalty is 1T, so Richards has trouble on the check. Because he's Rank 4, the target number for the check is 20.

He uses his Logic non-combat bonus for the roll—which is +11—and gets a Fantastic success!

This would reach the Event Points Goal, but Mister Fantastic has to reroll his Marvel die because of the trouble. Instead, he spends a point of Karma to give him an edge, canceling out the trouble. The heroes triumph!

The Aftermath

If the heroes lose, that doesn't mean the event is over. The heroes destroyed in this battle are gone forever, but new

heroes can rise up in their place and make another attempt. The changes in the Loyalty of the domains remain, and the heroes can take advantage of those in their next attempt.

If the heroes win, the Molecule Man grants them Doom's power, and they get to decide what to do with Battleworld. Options include:

- ▶ Ruling over it in Doom's stead, hopefully as benevolent and better gods.
- ▶ Ending it and restarting the Multiverse, much like the Future Foundation does in the original story.
- ▶ Restarting their own universe, at the very least, until they can figure out how to manage a new Multiverse.

The heroes can also try anything else they or the Narrator can come up with. Do they want to get back to a new normal, or do they have wild ideas for something else to try?

If the heroes remain on an intact Battleworld as the new rulers, they leave open the chance that some remnant of Doom returns to wreak havoc. Or perhaps some of the more ambitious barons might try to do to them what they did to Doom. Or a new set of heroes might rise up against them. The Beyonder might even come out of hiding and try to take over now that Doom has disappeared.

It's hard to be God Emperor.

The wise move is for the heroes to give up the power or use it to build something new rather than risk becoming the very thing they fought so long and hard against. But some heroes might have to learn that the hard way.

SELF-SACRIFICE

When a hero is out of Focus to spend and has become demoralized (or would be if they used a power they want to use), it can seem as if they have no place to turn. They can't use their most important powers, and they have trouble with all actions. But that doesn't mean their work is done.

If the hero is in dire straits and can see no other way forward, they have one option left: self-sacrifice.

For a character to self-sacrifice, their player must declare that they are exercising that option. After that, the following things happen for the character:

- ▶ They are no longer demoralized and cannot be demoralized until the battle ends.
- ▶ The standard limit on how much Focus a character can spend at once is lifted.
- ▶ They can continue to spend Focus, even if they have none left. They can spend all the way down to becoming shattered—but not past that point.
- ▶ For each point of Focus they spend after their declaration, they lose 1 point of Health. However, the loss of this Health does not take effect until the end of the current battle. If they are not in a battle, it takes effect directly after whatever they're attempting to do. They can continue to spend Focus in this way even if the total Health loss they are bound to incur would knock them unconscious or kill them.

When applying the Health damage, ignore any damage reduction or other kind of protection like Elemental Protection. If the character is knocked unconscious or killed, this happens immediately.

If the character is not killed, they must make an Absurd Resilience action check due to the strain. If they fail, they are killed anyhow. If they succeed and are still conscious, their Health immediately falls to 0, and they become unconscious.

Example: *The Invisible Woman is protecting herself and her children with an Elemental Sphere (Force), which gives those inside 30 points of protection, and Annihilus fires an Elemental Burst at her with the Cosmic Control Rod. This shatters the sphere but does no damage to those inside it. The Invisible Woman keeps reactivating the sphere while trying to hit Annihilus with Elemental Blasts as best she can. Eventually, she runs out of Focus, but Annihilus is still standing.*

Although demoralized, the Invisible Woman is not ready to give up. Her player declares that she's using self-sacrifice. Desperate to knock Annihilus out, she uses her Elemental Blast (Force) power. Since there's no cap on the amount of Focus she can spend now, she puts 60 points of Focus into the attack, adding 30 points of Health damage to it. With the extra damage, she manages to knock him out, ending the battle!

The Invisible Woman didn't take any other Health damage in the battle. However, she spent 60 points of Focus she didn't have, so at the end of the battle, she loses 60 Health points. That's just enough to knock her out, but she has to make an Absurd Resilience roll too.

For a Rank 4 character, the TN is 20. Since she has a Resilience of 2, she needs to roll 18 to succeed. She fails at first, but she spends a point of Karma to reroll one of the dice and makes it!

She survives, but she's out cold. Whew!

ZOMBIES

This section introduces rules for the kinds of zombies that are featured in the *Marvel Zombies* comics and that wander the Deadlands domain in Battleworld. Such zombies are created and driven by an especially vicious virus that not only kills the victim but also reanimates them as an undead creature that hungers for living flesh.

These rules are based on the rules for infections in the *X-Men Expansion*.

The Hunger Virus

To infect someone with the Hunger, a zombie must bite or scratch a living, sentient target and do at least 1 point of damage.

Once infected, the target must immediately make a Resilience check (which does not cost an action) against a TN of 25.

A Fantastic success on resisting an infection gives the target immunity to that disease for a full day. A regular success only provides protection against that single bite or scratch.

If the target fails the check, they are infected.

The virus incubates almost instantly. Each round, it does dMarvel ×3 Health damage to the victim, ignoring any Health Damage Reduction. Eventually, this overcomes even people with the Healing Factor power.

Similarly, healing powers can be used to stave off the effects of the virus for a while. They cannot, however, cure it.

There is no known cure for the disease, neither scientific nor magical. The Cure-All power does not affect it at all. The Resurrect power could bring a zombie back to life but only temporarily, as it does not remove the virus.



Amputation

If the infected character is infected on a part of their body that can be amputated without killing them, someone can try to remove it before the virus reaches the rest of the character's body. This is a desperate thing to attempt at a desperate time, and it often fails.

If the attack that caused the infection came from a Fantastic success, it's impossible to stop it by amputation. It's on a part of the body that would be fatal to remove. Otherwise, roll on the table below:

ZOMBIE BITE LOCATION

1d6	Location
1	Left leg
2	Right leg
3-4	Left arm
5-6	Right arm

If an amputation is possible, someone can attempt to help the infected character, including the character themselves. This must happen in under one minute (12 rounds). To do so, the helper must make an attack against the infected character and get a Fantastic success.

The infected character can reduce the TN for the attack to 10 by holding still. However, in most cases, any Health Damage Reduction the infected character has still applies. Additionally, if the infected character is trying to amputate their own body part, they have trouble on the attack.

If the attacker gets the required Fantastic success, the attack must still inflict damage equal to at least half of the infected character's full Health to successfully amputate the infected part. If successful, the amputation ends the infection. Either way, the target character takes the damage.

It's up to the Narrator to determine how any amputation affects the character in any given circumstance. This depends on what part of the character was removed, what they are attempting to do, if their wound has healed and what sort of prosthesis they might have, if any. If a leg was affected, they might take the Mobility Issues tag (which first appeared in the *X-Men Expansion*). If an arm was affected, they might have trouble with actions that require two hands—at least until they are healed or acquire a prosthetic.

The Undead Life

If a victim dies from the Hunger, the virus transforms them into a zombie that hungers for living flesh, preferably that of a sentient being. Their Health returns to full, and they gain the Monstrous: Marvel Zombie origin.

WEREWOLVES

To infect another person with lycanthropy—the disease that causes someone to become a werewolf—someone infected with it must bite or scratch a living, sentient target and do at least 1 point of damage. Once infected, the target must immediately make a Resilience check (which does not cost an action) against a TN of 25. A Fantastic success in resisting an infection gives the target immunity to that disease for a full day. A regular success only provides protection against that single attack.

Those who fail the check become fully cursed dMarvel hours later. On a Marvel result, this happens at the end of the combat instead. Some infected people don't realize it until they first transform, usually on the night of the next full moon (which is not a concern on Battleworld) or if they go berserk. However, if they know of their new condition, they can willingly transform at any point.

There is no known cure for lycanthropy, neither scientific nor magical. The Cure-All power does not affect it.

A character infected with lycanthropy gains the Monstrous: Werewolf origin. See the *Core Rulebook* for how this works. If they already have an origin, they gain the Extraordinary Origin trait for free.

SPIDER-VIRUS

These rules are based on the rules for infections in the *X-Men Expansion*.

To infect someone with the Spider-Virus, someone or something (even a bedbug) carrying the virus must bite or scratch a living, sentient target and do at least 1 point of damage. Characters who already have another origin besides Special Training are immune to this.

Once infected, the target must immediately make a Resilience check (which does not cost an action) against a TN of 25.

A Fantastic success on resisting an infection gives the target immunity to that disease for a full day. A regular success only provides protection against that single bite or scratch. If the target fails the check, they are infected.

An infected person immediately gains the Weird Science origin. If they already have the Special Training origin, they gain the Extraordinary Origin trait.

They also gain two ranks and the powers Mighty 1, Jump 1, Spider-Sense, Wallcrawling, Webcasting and Webslinging. In addition, they add +2 to their Resilience and Vigilance scores and +3 to their Melee and Agility scores. They do not add any other powers or traits.

Once infected, a person must make a Resilience vs. TN 12 action check when undergoing great stress—such as when entering combat—or when the Spider-Queen uses a standard action to make a mental attack against them.

A Fantastic success gives the target immunity to this additional stage for a full day. If they succeed, nothing happens. If they fail, they become more spiderlike, gaining compound eyes and two extra pairs of arms. This gives them the powers Additional Limbs and Enhanced Senses 1. They also become linked to the Spider-Queen's hive mind and must follow her orders.

At this stage, the infected person must make another Resilience vs. TN 12 action check when the Spider-Queen uses a standard action to make a mental attack against them. A

Fantastic success gives the target immunity to succumbing to the third stage for a full day. If they succeed, nothing happens. If they fail, they transform further, becoming a giant spider or a human spider—which gives them a spider's face and covers them with a spider's spiky hair. They retain all of the powers they've gained from the infection but lose any others they might have had.

The virus eventually mutated to become airborne. To be infected, someone merely needed to be within 2 spaces of someone else who'd already been infected.

On Battleworld, in the Spider-Island domain, the virus mutated again so that it could affect super-powered people. Characters who already have Spider-Powers or are a symbiote or synthetic are immune, but anyone else can be infected.

ICONIC ITEMS

New rules for building and using iconic items appeared in the *Avengers Expansion*. For full details on how these items work in the *Marvel Multiverse Role-Playing Game*, consult that book.

This book introduces a number of new iconic items. Although they use the rules from the *Avengers Expansion*, you do not need to have that book to use these items in your game—but it sure helps.

Iconic Item Powers

This book introduces new iconic item powers:

- ▶ **Anti-Gravity Disc:** Once a disc hits a target, it adheres to it and causes the target to fly upward at the owner's Flight 1 speed at the end of the owner's turn. A disc can be disabled with a Might or Logic vs. TN 16 action check.
- ▶ **Attunable:** The item can be set so that it only grants its powers to someone to whom it has been attuned. This process requires a full day and a proper laboratory or a similar workspace, plus a Logic vs. TN 20 action check. If the item has not been attuned yet, anyone can use it.
- ▶ **Entangled:** The moment a person uses the item, they can establish a telepathic bond with a single other person in another dimension, often the Negative Zone or the Microverse. The wearer cannot directly choose this person, but the item usually picks someone present in the wearer's mind.
The entangled people can see and hear through each other's senses. With a movement action or reaction, the person with the item can activate it to swap places with the other person as if they were Alternate Forms of each other. The item does not move during the swap. Instead, the other person appears in the initial user's place, with the item.
If the person with the item becomes demoralized, the item automatically swaps them with the other person.
A person who does not otherwise fit the item's requirements can still use this power.
- ▶ **Warp Portal:** The user can use a standard action and spend 15 Focus to create a warp portal that allows instantaneous travel through Exo-Space to another part of the universe. It can also be used to travel to the regular universe from another dimension, but not to another dimension from the regular universe.

Iconic Item Restrictions

This book introduces a new iconic item restriction:

- ▶ **Paired Item:** The item consists of a pair of things. A person can wear a single part of the item's pair, but this gives them trouble when using its powers. When any of the item's permanent powers is used, the user must make an Ego check with trouble. If failed, the power stops working for 1 round.

The Warp Portal power works instantly if the item is worn as a pair. The power forms a portal that remains open until both parts of the pair go through it, and then it disappears. A user can establish a lasting portal by throwing one part of the pair through the portal and then remaining where they are with the other part.

Iconic Item Descriptions

Each iconic item description features a number of elements. They include:

- ▶ **Origin:** The origin the item has and gives its owner.
- ▶ **Powers:** The powers the item gives its owner.
- ▶ **Restrictions:** The restrictions placed on using the item.
- ▶ **Power Value:** How many power picks are required to own the item.

ANTI-GRAVITY DISC SHOOTER

These sticky anti-grav discs will carry their victims all the way up to the edge of outer space.

ORIGIN: High Tech

POWERS:

- ◆ **Anti-Gravity Disc:** Once a disc hits a target, it adheres to it and causes the target to fly upward at the owner's Flight 1 speed at the end of the owner's turn. A disc can be disabled with a Might or Logic vs. TN 16 action check.

- ◆ Ranged

- ◆ **Weapon:** Range: 10; Agility Damage Multiplier: ×0

RESTRICTIONS:

- ◆ Carried
- ◆ Does No Actual Damage

POWER VALUE: 1

CONTROL BOX

By pressing a button on this high-tech device, the user can manipulate others' emotions.

ORIGIN: High Tech

POWERS:

- ◆ Control Emotion
- ◆ Control Group Emotion

RESTRICTIONS:

- ◆ Carried

POWER VALUE: 1

COSMIC AXE

Crafted by Galactus, this axe augments Terrax's existing powers.

ORIGIN: Weird Science

POWERS:

- ◆ Effect Options (Earth/Energy/Sharp)
- ◆ **Weapon:** Range: Reach/Unlimited; Melee/Agility Damage Multiplier: +2

RESTRICTIONS:

- ◆ Carried

POWER VALUE: 1

COSMIC CONTROL ROD

Made from ancient Tyannan technology, this elongated capsule grants the user long life and access to incredible cosmic powers. Additionally, the alien army known as the Annihilation Wave instinctively follows anyone who wields the Cosmic Control Rod.

ORIGIN: High Tech

POWERS:

- ◆ Elemental Barrage (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Infusion (Energy)
- ◆ Elemental Push (Energy)
- ◆ Elemental Reinforcement (Energy)
- ◆ Energy Absorption (limited to Energy attacks)
- ◆ Supernova (Energy)

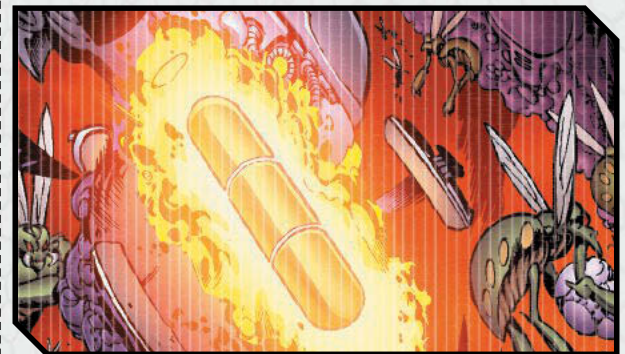
RESTRICTIONS:

- ◆ Carried
- ◆ Flashy

TAGS:

- ◆ Ageless

POWER VALUE: 6



Art by Wellington Alves, Scott Hanna & GURU-eFX

COSMIC FIRESTAFF

Crafted by Galactus, this fiery fighting staff helps Firelord focus his cosmic flames.

ORIGIN: Weird Science

POWERS:

- ◆ Accuracy 1
- ◆ Stackable
- ◆ **Effect Options:** On a Fantastic success, can either stun a target or set a target ablaze.
- ◆ Elemental Barrage (Fire)
- ◆ Elemental Blast (Fire)
- ◆ Elemental Burst (Fire)
- ◆ **Weapon:** Range: Reach +1; Melee Damage Multiplier: +1

RESTRICTIONS:

- ◆ Carried
- ◆ Flashy

POWER VALUE: 5

DARKHAWK AMULET

Also known as the Raptor Amulet, this gem grants its user control over the Darkhawk android.

ORIGIN: High Tech: Android

POWERS:

- ◆ Grants Alternate Form (Darkhawk)
- ◆ Elemental Blast (Energy)

RESTRICTIONS:

- ◆ Carried
- ◆ Flashy

POWER VALUE: 1

MAN-APE ARMOR

Personally crafted by the Black Panther (Shuri), this hard-light-generating armor pays homage to the original Man-Ape.

ORIGIN: High Tech

POWERS:

- ◆ Clobber
- ◆ Elemental Barrier (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Grab (Energy)
- ◆ Elemental Protection 3 (Energy) (30 points to shatter)
- ◆ Elemental Push (Energy)
- ◆ Elemental Sphere (Energy)
- ◆ Mighty 2
- ◆ Sturdy 1

RESTRICTIONS:

- ◆ Worn

POWER VALUE: 12

NEGA-BANDS

These legendary Kree bracers grant their user great powers and the ability to swap places with an ally in another dimension.

ORIGIN: Weird Science

POWERS:

- ◆ Allspeak
- ◆ Attunable
- ◆ Cosmic Awareness
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Grab (Energy)
- ◆ Elemental Protection 3 (Energy)
- ◆ Elemental Sphere (Energy)
- ◆ Entangled
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Healing Factor
- ◆ Illumination
- ◆ Mighty 3
- ◆ Postcognition 1
- ◆ Precognition 1
- ◆ Sturdy 2
- ◆ Supernova (Energy)
- ◆ Warp Portal

RESTRICTIONS:

- ◆ Flashy
- ◆ Paired Item
- ◆ Worn

POWER VALUE: 22

NOVA HELMET: CENTURION (RICHARD RIDER)

This powerful Nova Helmet contains the Xandarian Worldmind, a sentient repository of the lost civilization's art and culture.

ORIGIN: Weird Science

POWERS:

- ◆ Accuracy 2
- ◆ Discipline 4
- ◆ Elemental Barrage (Energy)
- ◆ Elemental Barrier (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Protection 2 (Energy) (20 points to shatter)
- ◆ Elemental Reinforcement (Energy)
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Heightened Senses 1
- ◆ Mighty 3
- ◆ Power Slider (Energy Levels)
- ◆ Sturdy 4
- ◆ Supernova (Energy)
- ◆ Warp Portal

RESTRICTIONS:

- ◆ Flashy
- ◆ Worn

POWER VALUE: 25

WEARER ALSO GAINS THIS TAG: A.I. (Xandarian Worldmind)

NOVA HELMET: SUPERNOVA

Unlike most Nova Helmets, this specialized helm draws its power not from the Nova Force, but from an experimental internal reactor.

ORIGIN: Weird Science

POWERS:

- ◆ Accuracy 2
- ◆ Discipline 1
- ◆ Elemental Barrage (Energy)
- ◆ Elemental Barrier (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Protection 2 (Energy) (20 points to shatter)
- ◆ Elemental Reinforcement (Energy)
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Heightened Senses 1
- ◆ Mighty 3
- ◆ Sturdy 3
- ◆ Supernova (Energy)

RESTRICTIONS:

- ◆ Worn

POWER VALUE: 20

STARBRAND

This world-destroying weapon manifests as a shiny, star-shaped tattoo.

ORIGIN: Weird Science

POWERS:

- ◆ Accuracy 4
- ◆ Clobber
- ◆ Discipline 3
- ◆ Disguise
- ◆ Elemental Barrage (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Push (Energy)
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Ground-Shaking Stomp
- ◆ Heightened Senses 2
- ◆ Illumination
- ◆ Immovable
- ◆ Mighty 4
- ◆ Smash
- ◆ Sturdy 3
- ◆ Supernova (Energy)
- ◆ Unrelenting Smash

RESTRICTIONS:

- ◆ Flashy

POWER VALUE: 30

TIME PLATFORM

This time platform can transport anyone standing on it to any point in time or space. It can also be flown.

ORIGIN: High Tech

POWERS:

- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Summonable
- ◆ Teleport Together
- ◆ Time Travel Together

RESTRICTIONS:

- ◆ Driven
- ◆ Large

POWER VALUE: 4

UNIVERSAL WEAPON

These rare warhammers double as protective and investigative devices. They cloak their wielders in a visible energy shield that takes the form of imperial Kree armor.

ORIGIN: Weird Science

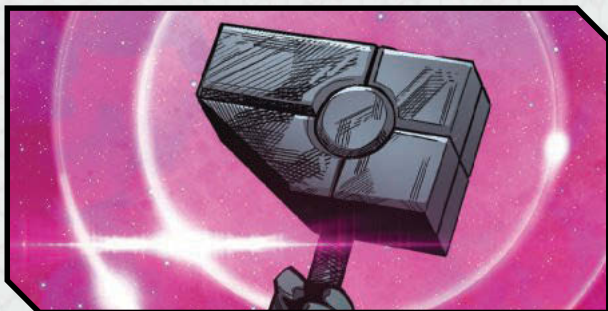
POWERS:

- ◆ **Effect Options:** On a Fantastic success, can cause stunning or blinding
- ◆ Elemental Barrier (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Grab (Energy)
- ◆ Elemental Protection 2 (Energy) (20 points to shatter)
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Invisibility
- ◆ Postcognition 4
- ◆ Summon Portal
- ◆ **Weapon:** Range: Reach+1; Melee Damage Multiplier: +2

RESTRICTIONS:

- ◆ Carried
- ◆ Flashy

POWER VALUE: 15



Art by Valerio Schiti & Marte Gracia

WONDER GLOVES

Lined with power generators, these pink-and-blue gloves have incredible elemental effects.

ORIGIN: High Tech

POWERS:

- ◆ **Effect Options:** Can pick the Elemental Control power special effect from energy (blind), force (inflict trouble) or fire (set ablaze)
- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Grab
- ◆ Elemental Push
- ◆ Mighty 1

RESTRICTIONS:

- ◆ Worn

POWER VALUE: 6

YAKA ARROW

By whistling, the owner can adjust this arrow's position in flight with pinpoint accuracy.

ORIGIN: Alien

POWERS:

- ◆ Psychic Link (communicates via unique whistling noises)
- ◆ **Weapon:** Range: 30; Agility Damage Multiplier: +1

RESTRICTIONS:

- ◆ Loud

POWER VALUE: 1

BATTLE SUITS

Battle suits work much like iconic items. However, they are not technically iconic items, as owning an iconic item requires the character to have the Iconic Item power. To own a battle suit, the character must have the High Tech: Battle Suit origin, and a character with that origin gets the battle suit without having to spend a power pick on it.

See the *Avengers Expansion* for the full rules for battle suits.

DEEP-SPACE ARMOR (MODEL 45)

With a built-in warp drive, this suit can travel across the galaxy in the blink of an eye.

ORIGIN: High Tech: Battle Suit

POWERS:

- ◆ Accuracy 3
- ◆ Elemental Barrage (Energy)
- ◆ Elemental Barrier (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Push (Energy)
- ◆ Elemental Ricochet (Energy)
- ◆ Flight 2
- ◆ Mighty 2
- ◆ Salvation
- ◆ Sturdy 3
- ◆ Summonable
- ◆ Supernova (Energy)
- ◆ Uncanny 1
- ◆ Warp Portal

RESTRICTIONS:

- ◆ Flashy
- ◆ Worn

POWER VALUE: 19

WIZARD ARMOR

This pink and blue armored suit uses anti-grav technology to soar through the air.

ORIGIN: High Tech: Battle Suit

POWERS:

- ◆ Flight 2
- ◆ Sturdy 1

RESTRICTIONS:

- ◆ Flashy
- ◆ Worn

POWER VALUE: 1

NARRATIVE ITEMS

New rules for narrative items also appear in the *Avengers Expansion*. These items don't fit within the regular framework for items. They don't have rules the way iconic items do.

Narrative items are similar to narrative powers (see page 199) and Rank X characters (see page 188). They're so powerful that they can disrupt the entire game if not handled with the utmost care, so they're for use only by characters controlled by the Narrator.

Using Narrative Items

Narrative items work exactly as described. Of course, there are all sorts of ways to interpret the descriptions, and such interpretations often depend on the unique circumstances of who controls the item and what they wish to do with it. When there's any question about how a narrative item works in a particular situation, the players and the Narrator should take a moment to reason out what they think should happen. If that occurs in the middle of a game, the Narrator might make a quick ruling to keep things moving, but the players and the Narrator can have a longer discussion about it later. In the end, the Narrator has the final say about how the narrative item works in the game.

Narrative Power Descriptions

Each of the following entries describes how a narrative item works in the game—or at least how the character using it understands that it works. The use of a narrative item can sometimes be expanded by interpreting it a new way. In many cases, the character using a narrative item doesn't know every aspect of it. They only know what's worked for them so far, and they may discover new uses for it along the way.

Most of the time, a narrative item is borrowed rather than owned. Only a Narrator-controlled character should own a narrative item. For such a character, a narrative item takes up a single power pick. However, many characters with narrative items don't use all of their power picks, mostly because they don't need them.

Heroes can gain control of a narrative item, but this should only be for a short while. Otherwise, the Narrator can take control of the character until they relinquish the item.

Celestial Armor

This is a gigantic battle suit that serves not to give the wearer power but to help control and contain them. Celestials are beings of energy that come from outside the Multiverse, much like the Beyonders. Their armor allows them to exist within reality and interact with it for as long as they like while keeping them and their surroundings relatively safe.

If someone manages to get inside a suit of Celestial Armor, they find all sorts of mechanical and electronic systems designed to keep the armor functioning. There are also automated systems that protect the armor by attacking intruders.

Celestials rarely die, but when they do, they leave their armor behind, and it can be repurposed for other things. Avengers Mountain, for example, was originally the armor of the Celestial known as the Progenitor.

Cosmic Cube

A Cosmic Cube is a containment unit filled with energy drained from the all-powerful Beyonders. The energy is sentient and can fulfill the wishes of the person who holds and commands it.

The sentience interprets and fulfills the user's will as best it can. However, getting the sentience to properly understand the user's intent can be tricky and is best learned with practice. In most cases, the sentience doesn't purposefully misinterpret the user's commands, but it can misunderstand, so the user must literally be careful what they wish for. Because of this, even the most ambitious villains tend to be cautious when using such power.

Most such devices take the shape of a fist-sized cube that glows with the bluish white energy contained inside, but they can come in different shapes or forms. Given enough time, the sentience inside a Cosmic Cube can develop its own personality, complete with its own desires. Such people include the Shaper of Worlds (originally a cube created by the Skrulls), Kubik (originally created by A.I.M.) and Kobik (created from fragments from several Cosmic Cubes that were fused together).

A Cosmic Cube can be used to change reality, but it cannot affect the past or alter a person's soul. It can be used to edit a person's memories—or to create a new version of that person—to make them think that the past was different, but the original person's soul and the original timeline remain intact.

Otherwise, the only limits of a Cosmic Cube's power are the imagination of its user, the capability of the cube's sentience to understand it and the sentience's developing personality. Eventually, the sentience stops taking orders from a user and makes its own decisions about how to use its power best.

Elemental Converter

Galactus keeps this massive device stored on the *Taa II*. When he arrives to devour a planet, he prefers to take the time to transport the machine from his ship to the planet and assemble it there. This takes roughly 24 hours to accomplish, although Galactus can manage it in half that time if in a rush.

The Elemental Converter transforms the energy of the planet into a form that is easier for Galactus to consume. (Think of it as a food processor on a planetary scale.) However, he does not need the Converter to feed and can manage without it when he must.

Galactus usually protects this device while building and using it, but if he can be drawn away from it—or distracted in some way—the Converter can be dismantled or even destroyed. This reprieve is only temporary, though, as he can simply restart the process to build it again.



Eternity Mask

This amazing mask is fashioned from a bit of the fabric of the universe. The fabric looks like a clear night sky filled with stars. Anyone who wears it has their powers increased to make them an equal match to any foe they face. However, it does not *reduce* any of the wearer's existing powers, ability points, Health and Focus to make them equal.

Wearing the Eternity Mask does not guarantee the wearer a victory. It only puts them on an equal footing with their foe. In game terms, it grants the wearer all the powers of any foe they face and boosts their ability scores to the same numbers. It boosts their Health and Focus to the foe's numbers at the moment the wearer and the foe begin their conflict. It also grants the wearer the Intuition power.

The mask does not work when the user intends to commit evil acts. It was created in medieval times so that a peasant could take on the Black Knight. In modern times, the Masked Raider was best known for using it, but the mask has been used by many others since, including America Chavez, Blue Marvel and Loki.

Galactus' Armor

Much like with the Celestials and their armor, Galactus' armor is designed to help him contain and control the incredible power he wields. He can survive without the armor, but being without it makes it more difficult for him to interact with matter without destroying it.

Unlike the Celestials, Galactus can remove his armor, in part or in whole. If he removes his helmet, he remains solid, but if he removes the whole suit, he transforms back into his natural state: a humanoid form of pure energy.

Infinity Stones

These incredibly powerful stones come from the First Cosmos and are sent into various parts of the Multiverse to influence the course of a universe's history.

Each stone works fully only in its home universe. If brought to another universe and used, they can function but may shatter if pushed too hard.

For a long time, there were six Infinity Stones, each of which had a different color and controlled a different aspect of the universe. They have changed colors sometimes, but



Art by Jesús Saiz

they are currently Power (Violet), Mind (Yellow), Reality (Red), Soul (Orange), Space (Blue) and Time (Green). Recently, another Infinity Stone was created: Death (Black).

On their own, the stones grant the following powers. They also give their users unlimited Focus and allow them to spend up to 30 points of Focus at once—or more if needed for narrative purposes.

- ▶ **Death:** The user knows the location of everyone who is about to die at any moment, along with the circumstances surrounding their death. They can teleport anywhere so that they can escort the dead to their final reward. The user can also instantly kill anyone with a touch. They cannot, however, spare the lives of the dying, no matter how much they might wish to.
- ▶ **Mind:** The user has incredible telepathic powers. They gain all powers from the Telekinesis and Telepathy power sets, ignoring any prerequisites. They can travel through dreams and construct psychic weapons. They also gain Brilliance 4 and Uncanny 4.
- ▶ **Power:** The user gains all powers from the Elemental Control (all types), Power Control and Super-Strength power sets, ignoring any prerequisites. They also gain Accuracy 4, Mighty 4 and Sturdy 4.
- ▶ **Reality:** The user can alter physical reality as they see fit. They can change any physical characteristics like size, density or chemical composition. They gain all powers from the Elemental Control (all types), Luck, Phasing, Resize and Teleportation power sets, ignoring any prerequisites. They also gain Flight 2, Mighty 4 and Sturdy 4.
- ▶ **Soul:** The user can preserve souls for the afterlife, and they can examine a person's soul and even reach into that soul to damage it, heal it or alter its nature. They gain all powers from the Healing and Telepathy power sets, ignoring any prerequisites. They can conjure soul-based constructs of other people, including super heroes and villains. They also gain Discipline 4 and Uncanny 4.
- ▶ **Space:** The user can travel in space and has control over the positions of things within it. This includes teleporting things of any size over unlimited distances. They gain all powers from the Teleportation power set, ignoring any prerequisites.
- ▶ **Time:** The user can slow down, speed up and freeze time for everyone around them, for themselves or for specific things. They can use this to age or youthen people or things as well. They can see into the past and the future. They also gain all powers from the Omniversal Travel (Time) and Sixth Sense power sets, ignoring any prerequisites.

The stones become more powerful when brought together, forming a circuit that grants unlimited control over the entire universe. For this reason, people who covet them have created items on which the stones can be mounted in close proximity to each other. The most notorious of these is the Infinity Gauntlet.

A single stone grants +1 rank to its user. Each stone that is within 100 spaces of another grants another +1 rank to all of the stones' users. In either case, this can boost a user to a maximum of Rank 6.

In many ways, the use of an Infinity Stone's powers is limited only by the user's imagination. Most users learn to be cautious with their powers early on. Otherwise, they can cause all sorts of unintended consequences that are difficult even for them to repair.

Infinity Gauntlet

When the Infinity Stones are gathered together and controlled by a single person, they grant that user unlimited power, and the user becomes Rank X. To help arrange for this, people have constructed a number of different items on which all the stones can be mounted at once. The most famous of these is the Infinity Gauntlet.

The Infinity Gauntlet is a right-handed glove made of golden metal, and it features a space for an Infinity Stone along the largest knuckles of each finger, plus a space for a sixth on the back of the hand. When it was created, only six Infinity Stones were known, but a seventh—the Death Stone—recently emerged.

No one yet knows what a device built to hold all seven stones might be able to manage, but even with just the original six stones, the Infinity Gauntlet makes its user one of the most powerful beings in the universe. Even cosmic beings like Eternity and Infinity cannot stand against it. Only the Living Tribunal and the One Above All can fully counter the power of the Infinity Gauntlet. When Doctor Doom used the power of the Beyonders to become God Emperor Doom, he could also withstand it, although not without great effort.

Otherwise, the user of the completed Infinity Gauntlet is omnipotent. They have the ability to remake all of reality in their universe in any way they see fit. They can destroy star systems at will—or kill half of all life in the universe with a snap of their fingers. The only limits to their power are their imagination and, perhaps, their arrogance.

ISO-8

Also known as neutronium, ISO-8 (short for Isotope-8) is a material usually found in Exo-Space. It is the pure creative force from which reality is created. It existed in the Seventh Cosmos but was rare and sought after for its incredible properties. After the birth of the Eighth Cosmos, ISO-8 became even more stable and useful, and there was more of it to be found.

In particular, the universe that held what was once Battleworld—Earth-15513—had large amounts of it. The Elders of the Universe fought over it, assembling it into an ISO-Sphere.

On their own, shards of ISO-8 can be used as a source of power for just about anything. Individual fragments can comprise multiple shards, so a player might find a large fragment that would be the equivalent of several shards.

In game terms, each shard grants a user a pool of 100 Focus points that they can use at will and without normal limitations based on rank. Once the Focus points are consumed, the shard vanishes.

ISO-Sphere

The ISO-Sphere uses Celestial technology to collect and control ISO-8. As the ISO-Sphere gathers more ISO-8, it fills up, much like a ball of glass filling with liquid. When complete, it forms a transparent, spiked casing and hovers near its controller.

It takes the equivalent of 1,000 ISO-8 shards to fill an ISO-Sphere. This should be impossible to manage under most circumstances.

The ISO-Sphere functions much like a Cosmic Cube, limited only by its user's imagination. However, if two people struggle for control of the ISO-Sphere, the one with the stronger desire becomes its controller.

M'kraan Crystal

The M'kraan Crystal is a purple crystal the size of a truck. It sits on a planet near the center of the galaxy, guarded by two powerful creatures named Jahf and Modt. The world was once ruled by the Scy'ar Tal (later known as the M'kraan) and then by the Shi'ar. Those who have been inside the M'kraan Crystal report seeing a large alien city frozen in time, in the center of which lies a neutron galaxy.

The M'kraan Crystal serves as the Nexus of All Realities, and those who enter it can travel to any other universe in the Multiverse, or to the Panoptichron (also known as the Crystal Palace), a location outside time and space. Even a shard of the crystal grants this power to anyone holding it. (See the *X-Men Expansion* for more details about this.)

The M'kraan Crystal supposedly also houses the White Hot Room, although it's possible that it simply serves as a gateway to that place. The Crystal is said to exist in all universes simultaneously. Legend has it that destroying it could wipe out the Multiverse.

Siege Courageous

This is a door-sized portal that the controller can use to teleport to any other place on the same planet. The user needs to know of the intended destination, but they do not need to have been there before.

When activated, a similar portal opens in the new location. It remains open on both sides until deactivated. The controller can deactivate the Siege Courageous from either side. Doing so causes the portal on the other side to vanish.

Ultimate Nullifier

This pistol-sized weapon can theoretically be used to destroy the universe. The Watcher Emnu created it to destroy the Prosilicans, a warlike empire founded on technologies the Watchers had given to them to help improve lives. When Emnu fired it, it destroyed 90 percent of the universe, which the Watchers then fenced off behind a barrier, leaving it to become a wild region known as the Barrens. The weapon has been fired only a few times since.

The Ultimate Nullifier works differently depending on who uses it. When fired, it eliminates whatever target the user wishes, but if the user's mind isn't powerful enough, it eliminates them as well. A Rank X user could fire it without dying, and they could also make it so that the target never even existed in the first place.

Galactus normally keeps the Ultimate Nullifier on his starship, the *Taa II*. He can also recall it there at will if it somehow winds up someplace else.

See *The Cataclysm of Kang* for more on this weapon and how it could be used in the game.

NEW EQUIPMENT

Heroes often rely on equipment to enhance their powers. The *Core Rulebook* and the *Avengers Expansion* have several examples. Here are a few more.

A character can use such equipment on a temporary basis. However, if they plan to use the items permanently, they should be incorporated into the character's profile as inherent powers.

In game terms, the difference comes down to whether the equipment can be easily taken from the character or outright destroyed. This can happen to equipment the character uses, but it generally should not befall powers incorporated into their profile.

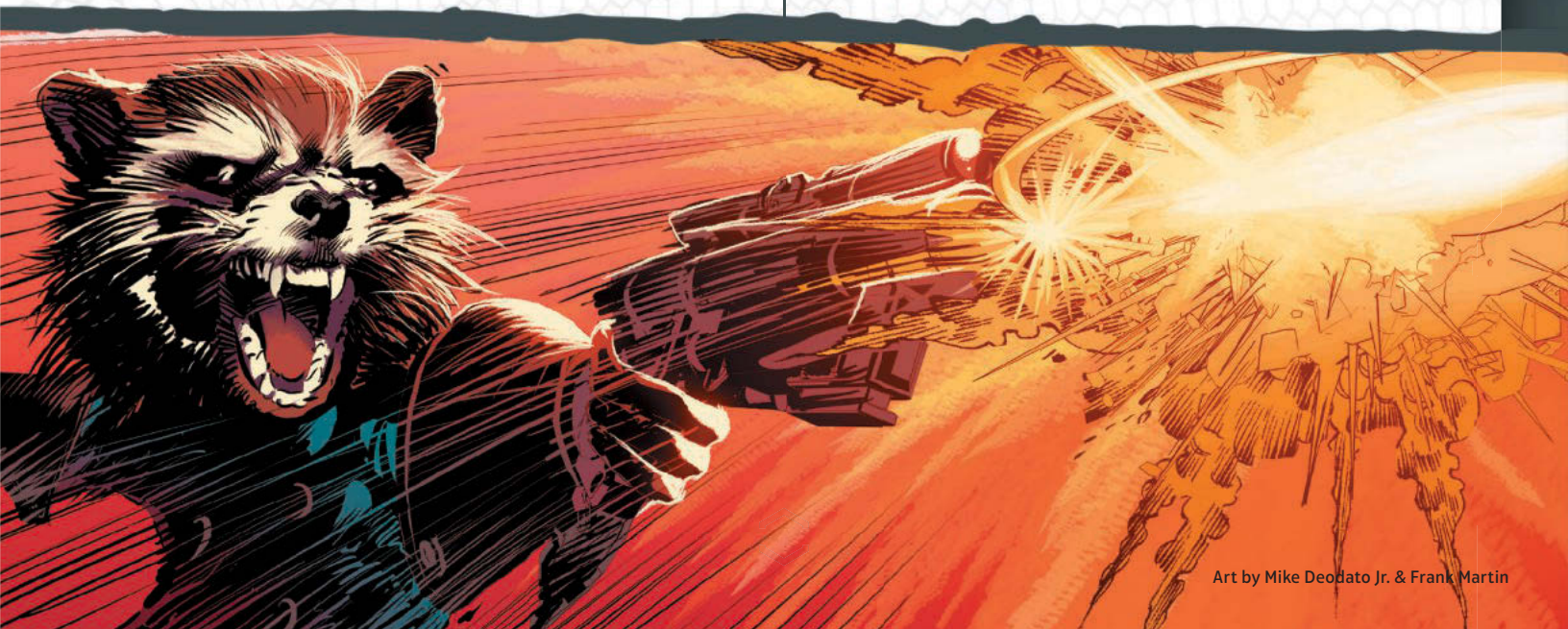
Alien Weaponry

Many starfaring civilizations use ranged weapons that fire lasers rather than bullets. Here's how those weapons work in the game.

- **Laser Pistol:** An energy-based firearm. On a Fantastic success, the target is blinded for 1 round.
- **Laser Rifle:** Attacks with this energy-based firearm against targets 5 spaces away or fewer have trouble. On a Fantastic success, the target is blinded for 1 round.

NEW RANGED WEAPONS

Weapon	Range (Spaces)	Agility Damage Multiplier
Laser Pistol	10	+1
Laser Rifle	20	+2



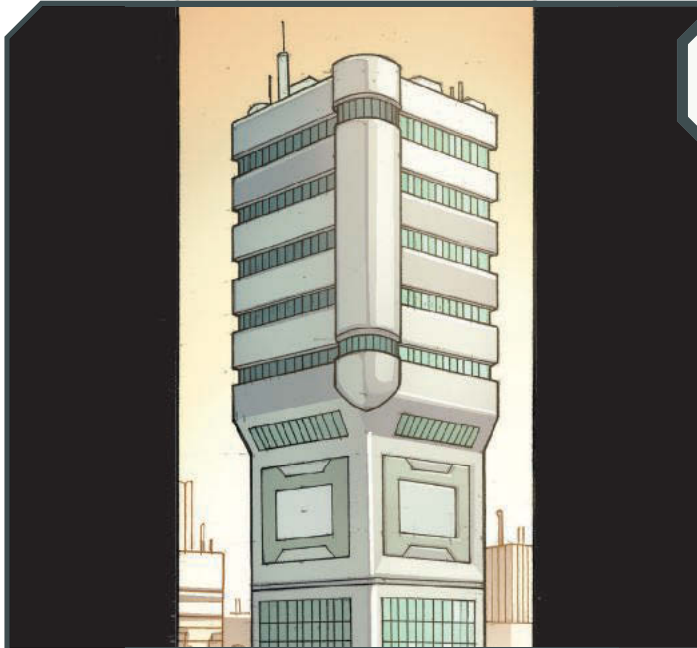
HEADQUARTERS

New rules for building and using headquarters appeared in the *Avengers Expansion*. For full details on how they work in the *Marvel Multiverse Role-Playing Game*, consult that book.

This book includes a number of new headquarters profiles. Although they use the rules from the *Avengers Expansion*, you do not need that book to use them in your game.

BAXTER BUILDING

Art by John Romita Jr., JP Mayer & Marte Gracia



TEAM RANK

4

The longtime home to the Fantastic Four, the Baxter Building—at 42nd and Madison in Manhattan—has been destroyed and rebuilt a number of times. The lower floors used to be available for other businesses, but the team has since taken over the entire place. They mostly live and work in the upper part of the building.

TRAITS

- ◆ Armory
- ◆ Communication Center
- ◆ Garage
- ◆ Hangar
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Training Center

TAGS

- ◆ Central Location
- ◆ Embedded Assistance
- ◆ High Tech
- ◆ Interdimensional
- ◆ Public Location
- ◆ Staff (H.E.R.B.I.E. units)
- ◆ Stationary

CASTLE DOOM

Art by Will Robson & Andrew Dalhouse



TEAM RANK

5

The headquarters of Doctor Doom in Latveria, located in the heart of the capital city of Doomstadt.

TRAITS

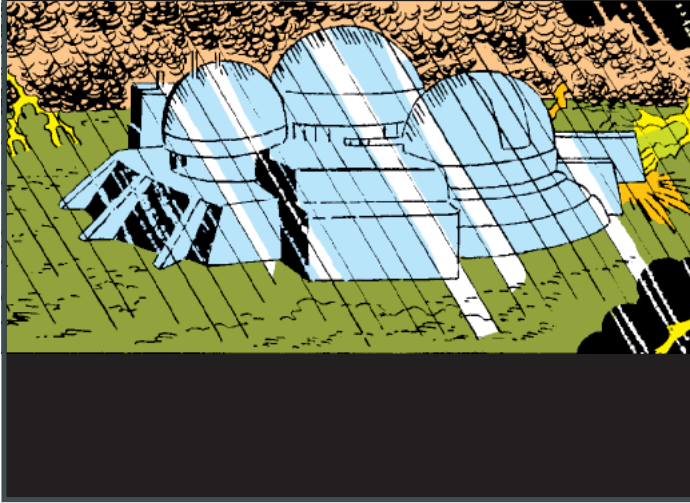
- ◆ Armory
- ◆ Communications Center
- ◆ Firing Range
- ◆ Garage
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Training Center

TAGS

- ◆ Arcane
- ◆ Contains Secrets
- ◆ High Tech
- ◆ Isolated Location
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Staff
- ◆ Stationary

DOOMBASE

Art by Mike Zeck, John Beatty & Christie Scheele



TEAM RANK

5

This is the gigantic building the villains claimed as their base during the first Secret Wars. When Doctor Doom made himself leader of the place, he named it Doombase.

TRAITS

- ◆ Armory
- ◆ Communications Center
- ◆ Garage
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Situation Room

TAGS

- ◆ Contains Secrets
- ◆ High Tech
- ◆ Isolated Location
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Stationary

DOOMSTADT

Art by Esad Ribic & Ive Svorcina



TEAM RANK

5

The residence of God Emperor Doom on Battleworld during the fourth Secret Wars.

TRAITS

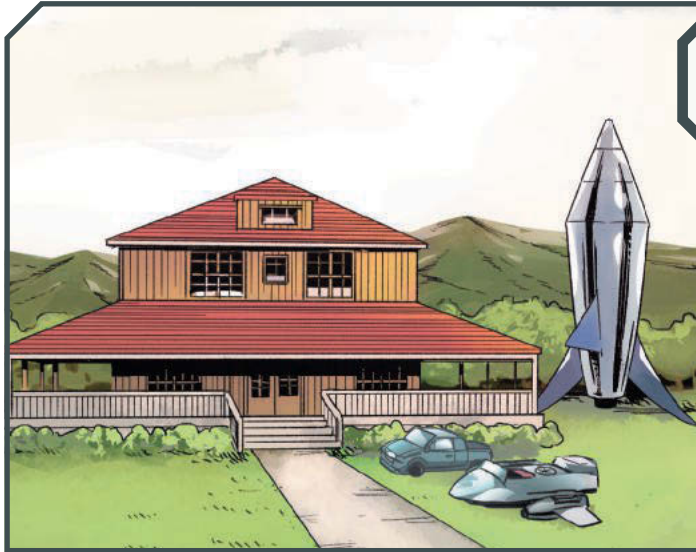
- ◆ Communications Center
- ◆ Hangar
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Situation Room
- ◆ Training Center

TAGS

- ◆ Central Location
- ◆ Contains Secrets
- ◆ High Tech
- ◆ Public Location
- ◆ Roomy
- ◆ Staff
- ◆ Stationary

FANTASTIC FARMHOUSE

Art by Nao Fuji



TEAM RANK

4

When the Baxter Building disappeared for a while, the Fantastic Four temporarily relocated to the farmhouse of Ben Grimm's Aunt Petunia outside Benson, Arizona. They liked it so much, they kept it as a second residence.

TRAITS

- ◆ Communications Center
- ◆ Garage
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Recreation Room
- ◆ Security Measures (Passive)

TAGS

- ◆ Contains Secrets
- ◆ Cozy
- ◆ Isolated Location
- ◆ Repurposed
- ◆ Secret Location
- ◆ Stationary

HEROES' BASE

Art by Mike Zeck, John Beatty & Christie Scheele



TEAM RANK

5

This is the massive building the heroes claimed as their base during the first Secret Wars. It has over 450 levels and is the size of a city.

TRAITS

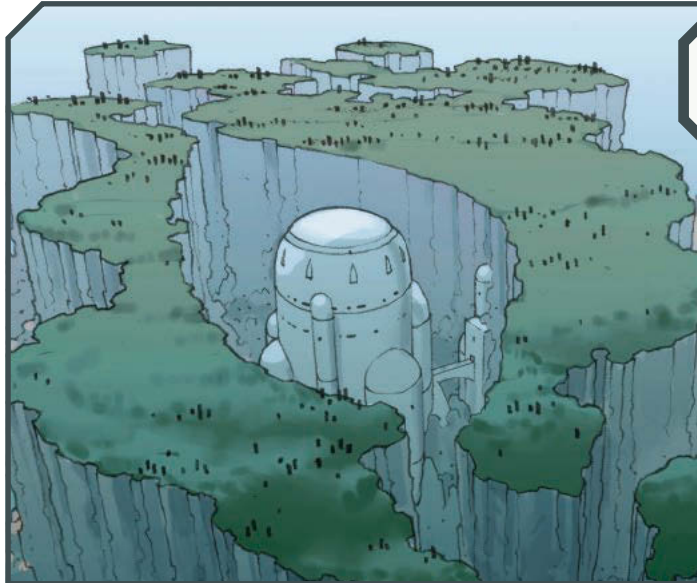
- ◆ Communications Center
- ◆ Garage
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Situation Room
- ◆ Training Center

TAGS

- ◆ Contains Secrets
- ◆ High Tech
- ◆ Isolated Location
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Stationary

ISLE OF AGAMOTTO

Art by Esad Ribić & Ivo Svorcina



TEAM RANK

6

The residence of Sheriff Strange on Battleworld during the fourth Secret Wars.

TRAITS

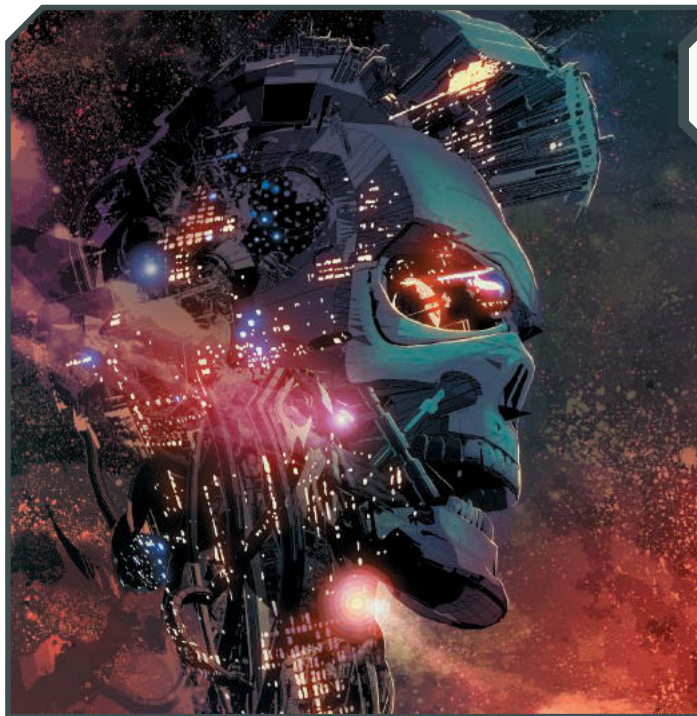
- ◆ Dock
- ◆ Hangar
- ◆ Library
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Situation Room

TAGS

- ◆ Arcane
- ◆ Contains Secrets
- ◆ Embedded Assistance
- ◆ Isolated Location
- ◆ Roomy
- ◆ Secret Location
- ◆ Stationary

KNOWHERE

Art by Mike Deodato Jr. & Frank Martin



TEAM RANK

5

A space station built inside the head of the Celestial that Knull beheaded at the dawn of time. It often serves as the headquarters of the Guardians of the Galaxy.

TRAITS

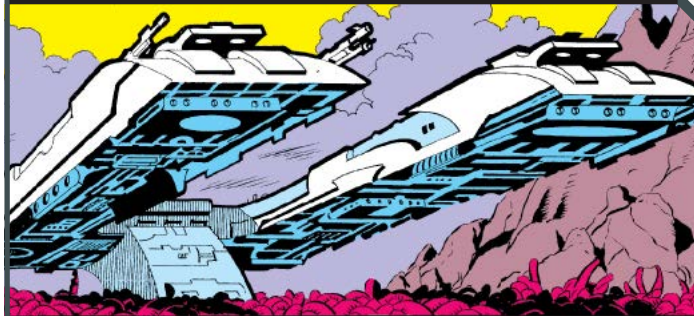
- ◆ Armory
- ◆ Communications Center
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Situation Room
- ◆ Teleportation

TAGS

- ◆ Contains Secrets
- ◆ Embedded Assistance
- ◆ High Tech
- ◆ Isolated Location
- ◆ Mobile
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Shared
- ◆ Staff

MAGNETO'S BASE

Art by Nao Fuji



TEAM RANK

5

This is the building that Magneto claimed as his base during the first Secret Wars. He preferred not to share it with anyone else, but the X-Men later joined him here too.

TRAITS

- ◆ Communications Center
- ◆ Garage
- ◆ Hangar
- ◆ Kitchen
- ◆ Medical Bay
- ◆ Recreation Room

TAGS

- ◆ Contains Secrets
- ◆ High Tech
- ◆ Isolated Location
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Stationary

PEAK

Art by John Cassaday & Laura Martin



TEAM RANK

5

S.W.O.R.D. had several orbital headquarters named the Peak, but the organization continued to build another after each was destroyed—right up until S.W.O.R.D. came to an end, along with the seventh Peak, during the fall of Krakoa.

TRAITS

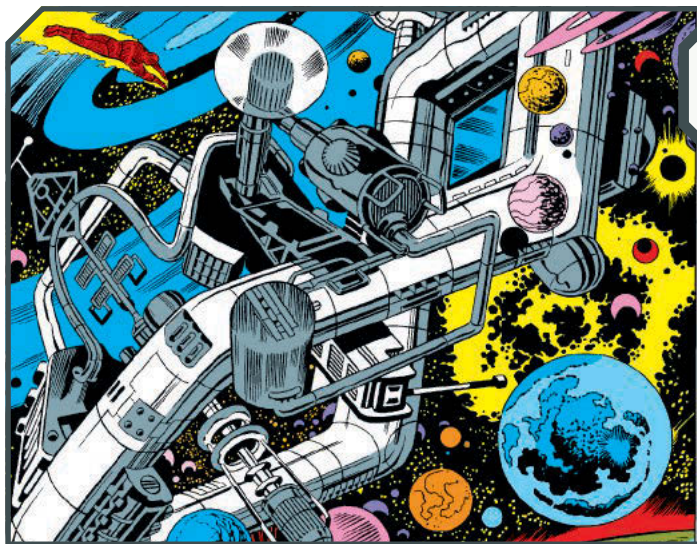
- ◆ Armory
- ◆ Communications Center
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Medical Bay
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Situation Room
- ◆ Teleportation

TAGS

- ◆ High Tech
- ◆ Isolated Location
- ◆ Mobile
- ◆ Public Location
- ◆ Roomy
- ◆ Shared
- ◆ Staff

TAA II

Art by Jack Kirby & Joe Sinnott



TEAM RANK

X

Galactus built his Mobius-strip-shaped worldship out of the remains of Archeopia, the first planet he devoured after emerging in the Seventh Cosmos. He named the ship after his own homeworld, Taa. It houses countless high-tech items—including the Ultimate Nullifier and the Elemental Converter—and is also large enough to carry his starship, the Star Sphere.

TRAITS

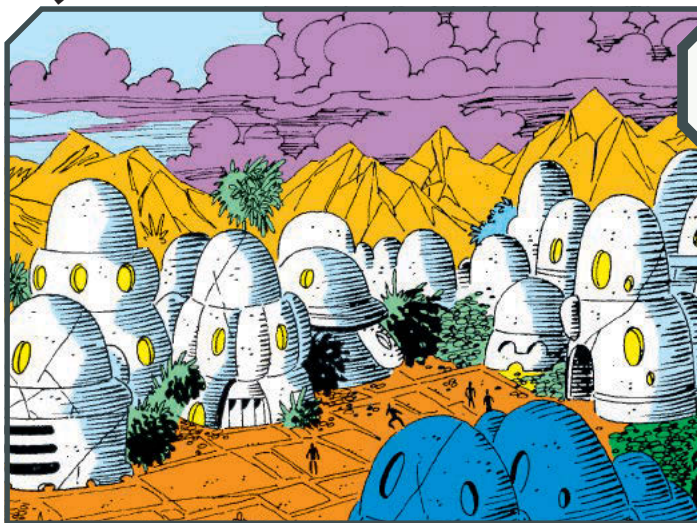
- ◆ Hangar
- ◆ Laboratory
- ◆ Security Measures (Passive)
- ◆ Teleportation

TAGS

- ◆ Contains Secrets
- ◆ High Tech
- ◆ Isolated Location
- ◆ Mobile
- ◆ Roomy
- ◆ Staff (Punisher robots)

ZSAJI'S VILLAGE

Art by Bob Layton, John Beatty & Christie Scheele



TEAM RANK

1

This is the alien village the heroes used as a headquarters after being driven out of their first base during the first Secret Wars. It sat in the shadow of Galactus as he prepared to challenge the Beyonder.

TRAITS

- ◆ Kitchen
- ◆ Medical Bay
- ◆ Recreation Room

TAGS

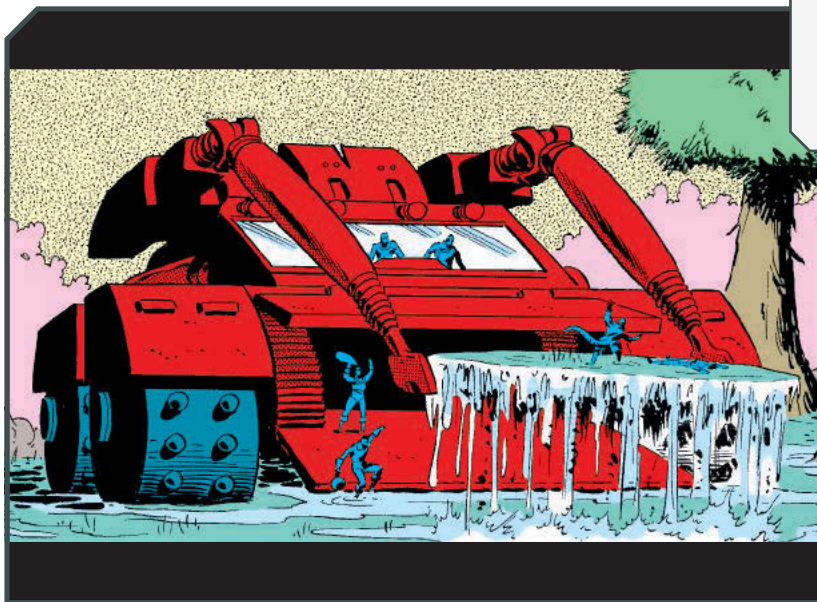
- ◆ Contains Secrets
- ◆ Isolated Location
- ◆ Low-Tech
- ◆ Public Location
- ◆ Repurposed
- ◆ Roomy
- ◆ Shared
- ◆ Stationary

VEHICLES

Here are some new vehicle profiles for use in your game. The *Avengers Expansion* features many others, along with refined rules for how they can be used.

BATTLEWORLD TANK

Art by Mike Zeck, John Beatty & Christie Scheele



HEALTH
200

DAMAGE
REDUCTION
-2

Ground Speed: 20
Size: Average
Passengers: 4

PROFILE

During the first Secret Wars, the Wrecking Crew used this alien tank to attack the heroes in Zsaji's village. It rolls along on studded treads and has a hatch on top. It can also deploy an entry ramp between the front of the two treads, and it can use a stasis ray to move things in and out of the cargo bay via the ramp.

NOTES

- ♦ A passenger can fire either of the two Elemental Burst (Energy) guns.
- ♦ When the tank is not moving, a passenger can use the stasis ray's Time-Out Tag power to stop time for those caught in it. This does not cost the user Focus, but it cannot grab a target that does not want to be grabbed.

POWERS

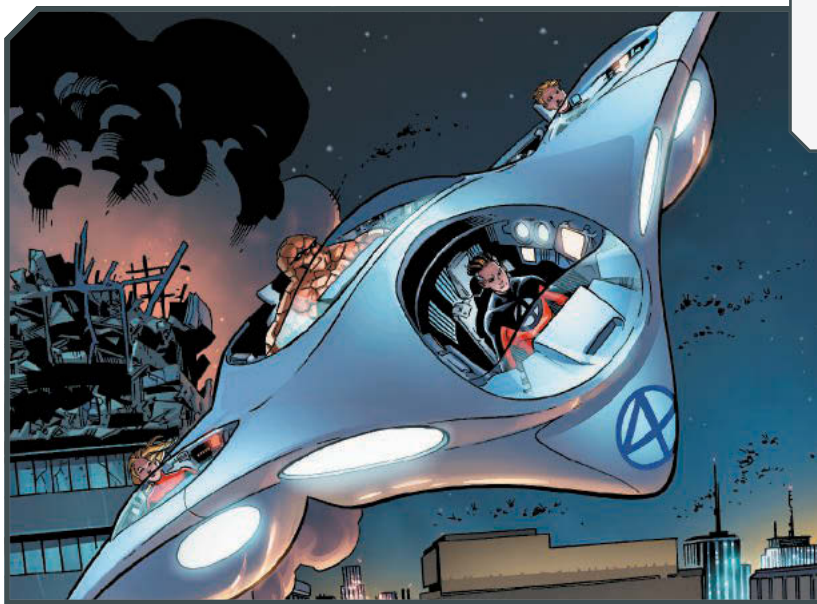
- ♦ Elemental Burst (Energy) × 2
- ♦ Speed Run 1
- ♦ Sturdy 2
- ♦ Time-Out Tag

WEAPONS

- ♦ Elemental Burst (Energy) guns

FANTASTI-CAR MK III

Art by Leonard Kirk, Karl Kesel, Jesus Aburtov & Rachelle Rosenberg



HEALTH
180

DAMAGE
REDUCTION
—

Flight Speed: 36
Size: Huge
Passengers: 4

PROFILE

The Fantastic Four used at least three different models of this flying vehicle over the years. The Future Foundation used one on Doom's Battleworld too. All are open-topped vehicles with seating positions that can separate into independent aircraft, each with VTOL capabilities. Later models (like this one) can also deploy a canopy to protect their inhabitants.

NOTES

- ♦ Has VTOL (vertical takeoff and landing) capability.
- ♦ Cabins can be pressurized and made spaceworthy.

POWERS

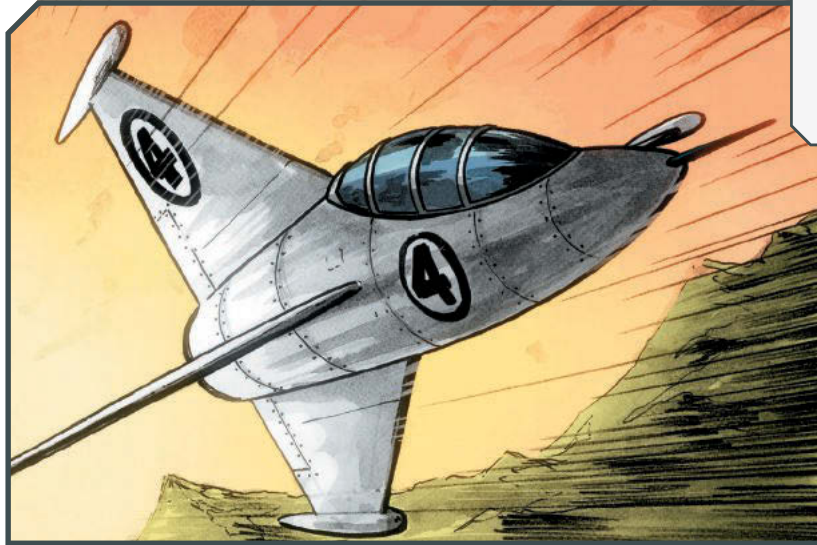
- ♦ Environmental Protection
- ♦ Flight 2

WEAPONS

- ♦ None

POGO PLANE

Art by Germán Peralta & Rachelle Rosenberg



HEALTH
200

DAMAGE
REDUCTION
—

Flight Speed: 36
Size: Gigantic
Passengers: 12

PROFILE

The Fantasti-Cars aren't large enough to transport the entirety of the Fantastic Four's growing family. When the team needs to get a bunch of people or things someplace fast, they use the Pogo Plane, which sits in a silo in the Baxter Building. They've expanded the main compartment a number of times, and the cargo area is still large enough to haul a Fantasti-Car inside it.

NOTES

- ♦ Has VTOL (vertical takeoff and landing) capability.
- ♦ Cabins can be pressurized and made spaceworthy.

POWERS

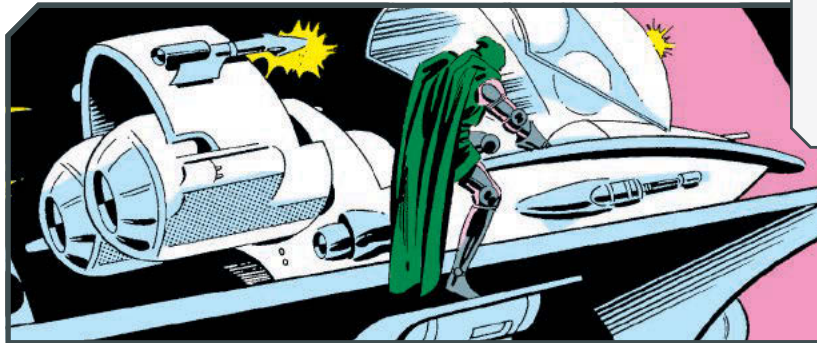
- ♦ Flight 2

WEAPONS

- ♦ None

TURBO CYCLE

Art by Mike Zeck, John Beatty & Christie Scheele



HEALTH
40

DAMAGE
REDUCTION
—

Flight Speed: 20
Size: Average
Passengers: 1

PROFILE

The first Secret Wars offered the combatants many types of vehicles, including the Turbo Cycle, which was ridden much like a motorcycle but through the sky.

NOTES

- ♦ Has VTOL (vertical takeoff and landing) capability.

POWERS

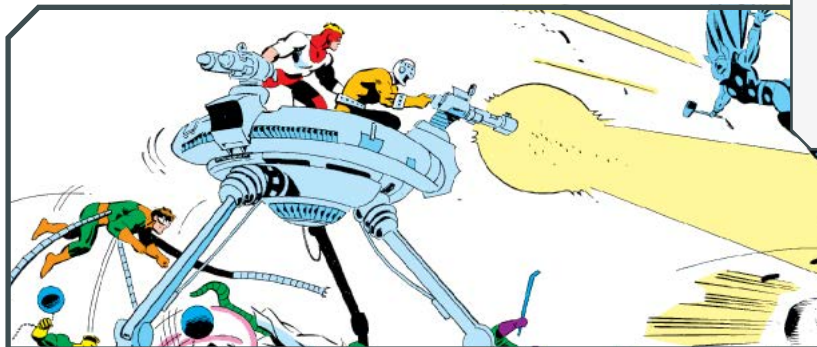
- ♦ Elemental Burst (Energy)
- ♦ Flight 1

WEAPONS

- ♦ Elemental Burst (Energy) gun

WALKING TURRET

Art by Mike Zeck, John Beatty & Christie Scheele



HEALTH
50

DAMAGE
REDUCTION
—

Ground Speed: 24
Size: Average
Passengers: 3

PROFILE

In the first Secret Wars, some of the Wrecking Crew entered battle atop this walking platform fitted with two energy guns.

NOTES

- ♦ A passenger can fire either of the two Elemental Burst (Energy) guns.

POWERS

- ♦ Elemental Burst (Energy) ×2
- ♦ Speed Run 1

WEAPONS

- ♦ Two Elemental Burst (Energy) guns

STARSHIPS

Starships work much like regular vehicles, but those that are able to travel among the stars are usually large enough to serve as mobile headquarters for the people using them. Smaller spaceships use a regular vehicle profile, while larger starcraft use a headquarters profile and so use headquarters traits and tags, plus some new ones for starships too.

Faster-Than-Light Travel

People traveling through the stars use different ways to get where they need to be faster than the speed of light. These include:

- ▶ Exo-Space
- ▶ Wormholes
- ▶ Teleportation
- ▶ Stargates

These methods all have strong similarities.

Exo-Space—also known as Hyperspace or Subspace—exists outside the Multiverse. People or ships that can enter Exo-Space leave reality behind and re-enter it at another point, traversing great distances in little to no time at all. Navigating such travel can be tricky, and though it shortens the trip drastically, it still requires time. How much time is up to the Narrator's discretion and the story's needs.

A wormhole opens a tunnel through Exo-Space that runs between two fixed points in space. Something that enters one side of the wormhole comes out on the other side instantly. Wormholes can occur naturally, but they can also be created. How long the natural ones last can be entirely random, stretching anywhere from hours to eons.

Teleportation moves things from one place to another instantaneously, and teleportation portals work much like a wormhole. However, teleporters don't always go through Exo-Space as part of the process but sometimes pass through other places. When Nightcrawler (Kurt Wagner) teleports, for instance, he passes through the Brimstone Dimension, which is why his bamfs smell like sulfur.

A stargate is a device that creates a wormhole between two points in space. When activated, it opens both ends of the wormhole, and when deactivated, it closes them. Galactic empires like the Shi'ar often set up networks of stargates to provide easy travel between their member planets.

Starship Battles

Starship battles work much like battles involving regular vehicles. See the *Avengers Expansion* for more details.

The main difference is that the stakes for starship battles can be higher. A car that crashes on the side of the road can be a problem, but when a starship becomes disabled in space, everyone inside might die.

If a starship stops working while in space, it loses any shields it has, and any momentum it had carries it along in the speed and direction it was last moving. However, it maintains life support unless it is destroyed. If the starship hits something, it crashes into it, doing damage like normal.

Getting Spaced

If a starship is destroyed, life support ends, and occupants who do not have Environmental Protection or some other

means of protection—like a spacesuit—take dMarvel Health damage each round from asphyxiation. Damage Reduction does not protect against this.

The same thing happens if a character is thrown into space or drowned.

Moving in Zero-G

Moving in a zero-gravity environment can be a challenge. If the character can fly or swingline, they can do so normally, under their own power. Otherwise, they cannot affect their own movement unless they have something to push off from or pull on. They simply float in one space or keep moving in a straight line in the same direction they last moved and at the same speed.

If a character has things they can grab and pull or push against during their move—like walls, floors, sides of a tunnel and so on—this is considered climbing, and they should use their Climb Speed for their movement action.

If they have only one spot to push off from, that's considered jumping, and they should use their Jump Speed. They can move in only one direction for the entire jump. If they don't interact with something or someone at the end of their jump, they continue moving in that same direction and at the same speed until they do.

Explosive Decompression

Early starships often fell apart if something put a hole in them, but modern starships have the means to deal with such things.

If a starship takes damage from an attack with a Fantastic success, the attack punctures a hole in the ship. The massive outrush of air gives everyone in the holed compartment of the ship trouble on all actions for 1 round. At that point, the automatic repair systems kick in and seal the hole.

Boarding Actions

Sometimes characters want to get onto an opponent's ship and engage the people inside. There are two main ways to do this.

The first is for a character without a starship to smash their way in. To do this, they must make an attack that does damage to the target starship and gets a Fantastic success. This makes a hole in the ship (see Explosive Decompression, above) through which they can enter. The hole seals up again after 1 round, so the character must move quickly to take advantage of this.

The second way is for a ship to fire and attach boarding equipment. This can only be done when both ships are within 10 spaces of each other and are stationary relative to each other. If the other ship accepts the boarding equipment, it automatically forms a tunnel between two air locks on the ships, and people can move across this normally.

If the other ship does not wish to be boarded, someone on the boarding ship must fire the boarding equipment at the other ship. This requires an Agility vs. TN 10 action check, but it must do at least 1 point of damage to be effective. For this reason, most hostile boarding actions are attempted when the other ship stops working, as its star drive and shields can no longer prevent the boarding.

Teleporting

Some starships have a teleporter that moves people and cargo on and off the ship. These cannot work when the ship's shields are active.



In combat, treat this as if the person operating the teleporter has the Teleport 2, Teleport Other and Teleport Blind powers. For a target off the ship to be locked (grabbed) for teleportation, the target must be within the operator's Teleport range, standing still and willing. If the target is willing but moving, locking on requires a Challenging Logic check. If the target is unwilling, the Logic check is against the target's Agility defense score instead, if that's higher. If the target is unwilling and moving, the check has trouble.

Starship Details

Like regular vehicles, starships have a number of details that describe them. These are based on the team's average rank.

- ▶ **Health:** Varies depending on size. See the Starship Size table for details.
- ▶ **Damage Reduction:** Generally none. Most starships rely on shields rather than armor.
- ▶ **Flight Speed:** Most ships with a star drive have a Flight Speed of 36. Those that do not (often space stations) have a Flight Speed of 24.
- ▶ **Size:** Varies. The starship can be up to the size listed in the Starship Size table. A starship with the Cozy tag should drop down one size from the standard, and a starship with the Roomy tag should bump up one size from the standard.
- ▶ **Passengers:** Varies. The starship's size determines the standard number of passengers it can carry. Note that a ship can carry up to double its capacity by squeezing people in more tightly when necessary.

STARSHIP SIZE

Team Rank	Size	Passengers	Health
1	Average	1	100
2	Big	2	200
3	Huge	5	300
4	Gigantic	20	400
5	Titanic	80	600
6	Gargantuan	320	1,000

The Narrator should feel free to adjust these numbers as best fits their game needs.

Starship Tags

In addition to the regular vehicles and headquarters tags, here are a few new ones that work with starships.

FTL Drive

The starship can navigate in and out of Exo-Space on its own. Without this, most ships have to rely on wormholes or networks of stargates to get around the galaxy. The starship must have the Star Drive trait as well.

Spaceworthy

The starship can handle the rigors of interstellar travel. Without this, it is limited to journeys within the orbit of a planet at best.

Starship Traits

In addition to the regular vehicles and headquarters traits, here are a few new ones that work with starships.

Boarding Equipment

The starship has the equipment necessary for boarding another ship. It can make a passageway from itself to another ship, as long as both are stationary relative to each other and within 10 spaces. The equipment can be physical or rely on force-fields to function.

Downtime Activity: The character spends time practicing with the equipment and making sure it's in top order. This gives them an edge when trying to attach the equipment.

Mines

The starship is outfitted with a load of four mines that it can drop into position 12 spaces behind it as it moves. The mines are attracted to anything that moves within 10 spaces of them, and they have a Flight Speed of 36. When they reach a target, they do dMarvel $\times 4$ Health damage. This trait can be taken up to four times, for a maximum of sixteen mines. Once the mines are used, they must be replaced before they can be used again.

Downtime Activity: The character resupplies one load of mines, adding up to four to the ship's total inventory. Multiple characters can do this, but only once for each load of mines.

Plasma Cannons

The starship is outfitted with a battery of plasma cannons that allow the pilot or a gunner to fire at others. They have a range of 40 and a Damage Multiplier of $\times 3$. This trait can be taken up to four times, for a maximum of eight batteries.

Downtime Activity: The character spends time honing a battery of plasma cannons, giving attacks with it an edge until the team's next downtime. Multiple characters can do this, but only once for each battery.

Shields

The starship is outfitted with shields that grant it Elemental Protection (Force) 1, protecting it against 10 points of Health damage. This trait can be taken four times, for a maximum protection against 40 points of Health damage. Such shields also prevent people from teleporting or phasing into or out of the ship.

Downtime Activity: The character spends time improving the shields, adding +2 points to their protection. Multiple characters can do this, up to a maximum bonus of +10.

Star Drive

The starship has a star drive that allows it to move through space. To pick this trait, it must also have the Mobile tag.

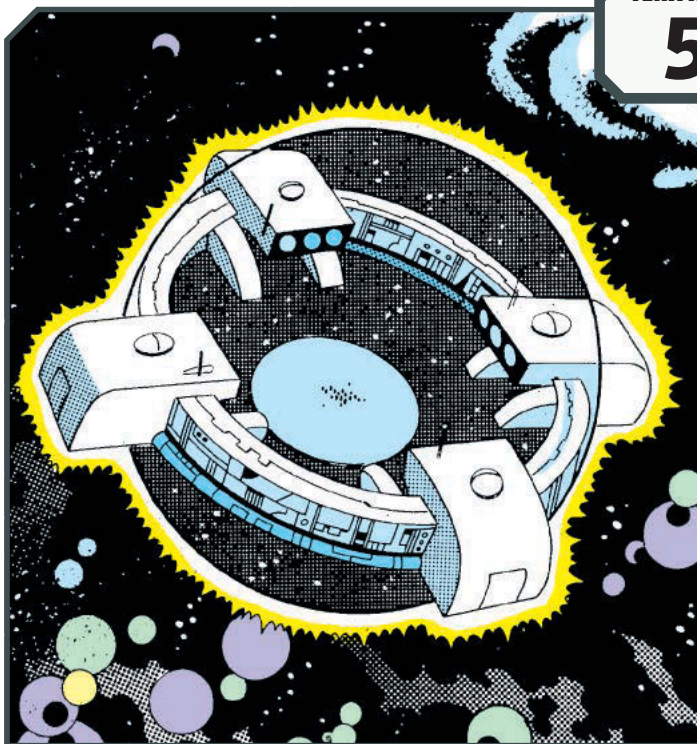
Downtime Activity: The character spends time tuning the engine. This gives its pilot an edge when making checks while piloting the starship.

STARSHIP PROFILES

Here are profiles for a number of the most famous starships and space stations in the Marvel Multiverse. Feel free to modify them to suit your own needs.

BEYONDER'S CONSTRUCT

Art by Mike Zeck, John Beatty & Christie Scheele



TEAM RANK

5

HEALTH

600

DAMAGE
REDUCTION

—

Flight Speed: 36

Size: Titanic

Passengers: 80

PROFILE

At the dawn of the first Secret Wars, the Beyonder placed one of these constructs in Central Park and lured heroes into it. It then transported them to an identical space station in a distant galaxy, protected from outer space by a massive force-field. A similar thing happened to several villains, bringing them to a different construct. From the main decks of each, the eventual combatants of the Secret Wars watched the first Battleworld form.

TRAITS

- ♦ Mines ×2
- ♦ Shields ×2
- ♦ Star Drive
- ♦ Teleportation

TAGS

- ♦ High Tech
- ♦ Isolated Location
- ♦ Mobile
- ♦ Spaceworthy

IMPOSSIBLE CITY

Art by Andrea Broccardo & Federico Blee



TEAM RANK

6

HEALTH

1,000

DAMAGE
REDUCTION

—

Flight Speed: 36
Size: Gargantuan
Passengers: 320

PROFILE

In an alternate timeline (Earth-20208), the Twilight Court found the remains of Damocles Base—the massive former space station of Kang—and rebuilt it, naming the A.I. that ran it Camelot. The Ashen Combine later took it over and attacked Earth with it. After defeating them, the Avengers made the ship—now known as the Impossible City—their new headquarters.

TRAITS

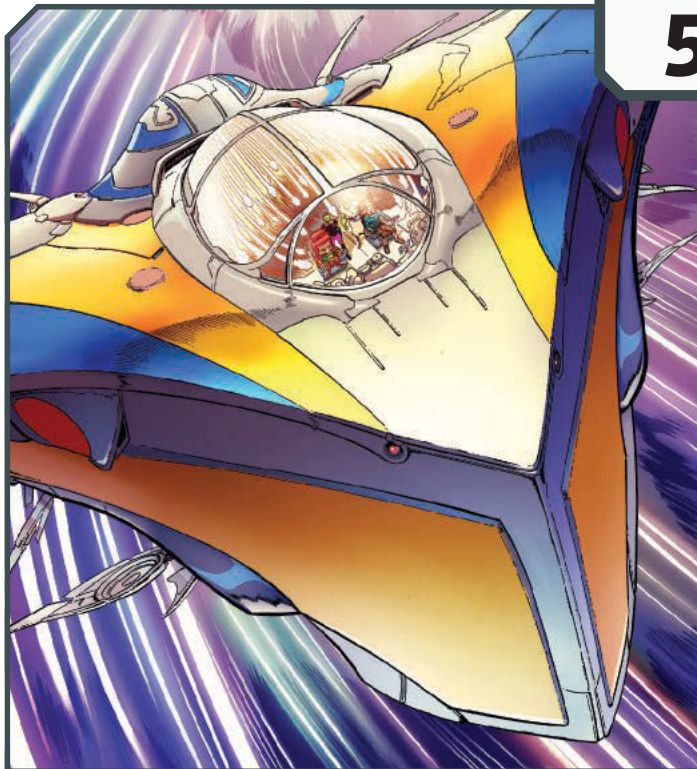
- ◆ Armory
- ◆ Communications Center
- ◆ Hangar
- ◆ Holding Cells
- ◆ Kitchen
- ◆ Laboratory
- ◆ Library
- ◆ Medical Bay
- ◆ Plasma Cannons
- ◆ Recreation Room
- ◆ Security Measures (Active)
- ◆ Security Measures (Passive)
- ◆ Shields ×2
- ◆ Situation Room
- ◆ Star Drive
- ◆ Teleportation
- ◆ Training Center

TAGS

- ◆ Contains Secrets
- ◆ Embedded Assistance
- ◆ FTL Drive
- ◆ High Tech
- ◆ Interdimensional
- ◆ Isolated Location
- ◆ Mobile
- ◆ Repurposed
- ◆ Spaceworthy

MILANO

Art by Aaron Kuder & Ivo Svorcina



TEAM RANK

5

HEALTH

400

DAMAGE
REDUCTION

—

Flight Speed: 36
Size: Gigantic
Passengers: 20

PROFILE

The Guardians of the Galaxy have a hard time hanging on to a ship for long, but the Milano is the most notorious of the many rides they've (legally or illegally) used.

TRAITS

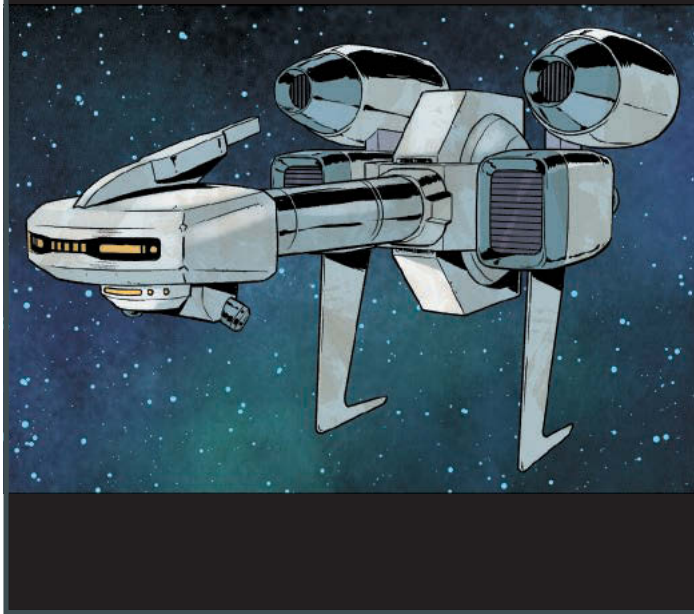
- ◆ Communications Center
- ◆ Kitchen
- ◆ Laboratory
- ◆ Medical Bay
- ◆ Mines ×2
- ◆ Plasma Cannons ×2
- ◆ Recreation Room
- ◆ Security Measures (Passive)
- ◆ Shields ×2
- ◆ Situation Room
- ◆ Star Drive

TAGS

- ◆ Cozy
- ◆ FTL Drive
- ◆ High Tech
- ◆ Mobile
- ◆ Spaceworthy

PRINCIPLE OF REASONABLE RETURN

Art by Álvaro López & Mattia Iacono



TEAM RANK

4

HEALTH

400

DAMAGE
REDUCTION

—

Flight Speed: 36

Size: Gigantic

Passengers: 20

PROFILE

This starship once fell victim to interdimensional warriors, leaving a single survivor: Aalborg, the combat accountant. Pip the Troll arranged for Nova (Richard Rider) to take command of the ship as part of Pip's agreement to serve as Nova's agent.

TRAITS

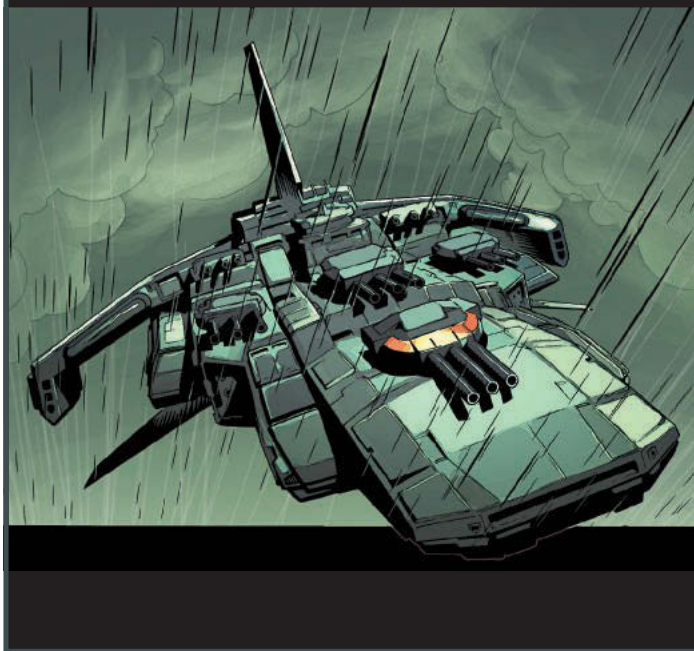
- ♦ Communications Center
- ♦ Kitchen
- ♦ Mines ×2
- ♦ Security Measures (Passive)
- ♦ Shields
- ♦ Situation Room
- ♦ Star Drive

TAGS

- ♦ FTL Drive
- ♦ High Tech
- ♦ Mobile
- ♦ Spaceworthy
- ♦ Staff

QUINCARRIER

Art by Kev Walker & Frank Martin



TEAM RANK

4

HEALTH

400

DAMAGE
REDUCTION

—

Flight Speed: 36

Size: Gigantic

Passengers: 20

PROFILE

This larger version of the Quinjet became the headquarters of Steve Rogers' Secret Avengers, and it later transported the Avengers to fight the Builders as they rampaged through the galaxy toward Earth in the time leading up to the latest Secret Wars.

TRAITS

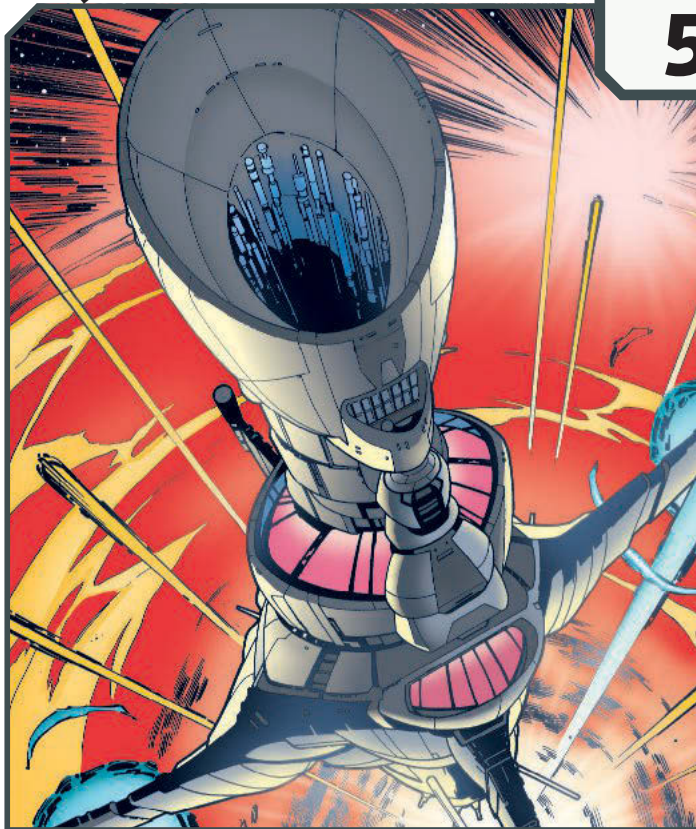
- ♦ Armory
- ♦ Communications Center
- ♦ Holding Cells
- ♦ Kitchen
- ♦ Medical Bay
- ♦ Plasma Cannons ×2
- ♦ Security Measures (Passive)
- ♦ Shields ×2
- ♦ Situation Room
- ♦ Star Drive

TAGS

- ♦ FTL Drive
- ♦ High Tech
- ♦ Mobile
- ♦ Outside Funding: Governmental
- ♦ Spaceworthy

STARJAMMER

Art by Carlos Pacheco, Cam Smith & Joe Rosas



TEAM RANK

5

HEALTH

1,000

DAMAGE
REDUCTION

—

Flight Speed: 36
Size: Gargantuan
Passengers: 320

PROFILE

A Shi'ar Dreadnought stolen by pirates known as the Starjammers. It's normally captained by Corsair (Christopher Summers), the leader of the Starjammers and the father of Cyclops, Havok and Vulcan.

TRAITS

- ♦ Armory
- ♦ Boarding Equipment
- ♦ Communications Center
- ♦ Hangar
- ♦ Kitchen
- ♦ Medical Bay
- ♦ Plasma Cannons ×3
- ♦ Security Measures (Passive)
- ♦ Shields ×3
- ♦ Situation Room
- ♦ Star Drive

TAGS

- ♦ FTL Drive
- ♦ High Tech
- ♦ Mobile
- ♦ Repurposed
- ♦ Roomy
- ♦ Spaceworthy
- ♦ Staff

SANCTUARY

Art by Jim Starlin & Christie Scheele



TEAM RANK

6

HEALTH

1,000

DAMAGE
REDUCTION

—

Flight Speed: 36
Size: Gargantuan
Passengers: 320

PROFILE

The flagship of Thanos' armada, this massive ship often serves as the headquarters for him and the Black Order.

TRAITS

- ♦ Armory
- ♦ Communications Center
- ♦ Hangar
- ♦ Kitchen
- ♦ Medical Bay
- ♦ Plasma Cannons ×4
- ♦ Security Measures (Active)
- ♦ Security Measures (Passive)
- ♦ Shields ×2
- ♦ Situation Room
- ♦ Star Drive

TAGS

- ♦ FTL Drive
- ♦ High Tech
- ♦ Mobile
- ♦ Repurposed
- ♦ Spaceworthy
- ♦ Staff

STAR SPHERE

Art by Ron Lim, Christie Scheele & Krista Ward



TEAM RANK

6

HEALTH

1,000

DAMAGE
REDUCTION

—

Flight Speed: 36
Size: Gargantuan
Passengers: 320+

PROFILE

Galactus often travels in this planet-sized ship, summoning the Taa II to him when he needs it.

TRAITS

- ♦ Laboratory
- ♦ Library
- ♦ Security Measures (Active)
- ♦ Security Measures (Passive)
- ♦ Shields ×4
- ♦ Star Drive
- ♦ Teleportation

TAGS

- ♦ Contains Secrets
- ♦ FTL Drive
- ♦ High Tech
- ♦ Mobile
- ♦ Roomy
- ♦ Spaceworthy
- ♦ Staff (Punisher robots)

RANK X

As described in the *Core Rulebook*, some characters are too powerful to fit into the standard ranking system. They make even Rank 6 seem puny by comparison. However, that doesn't mean they can't show up in your games.

Such characters are called Rank X. The X refers to the fact that these characters cannot be captured with numbers alone. They break past the standard ranking scale and reach toward the infinite.

Players should not take on Rank X characters. These are explicitly reserved for the Narrator's use only. They're the equivalent of narrative powers and narrative items. Think of them as narrative characters. They can be described with words far better than with numbers.

Rank X Profiles

The profiles of Rank X characters don't look like those of regular characters. They don't have listed abilities or Health or Focus. Instead, they have traits, tags and narrative powers that describe them as a whole. There are several such profiles in Chapter 10.

You can immediately identify a Rank X profile by the fact that it has an X under Rank, where a number would normally go.

Rank X Abilities

The character has unlimited ability scores and unlimited Health and Focus. They can also spend unlimited amounts of Focus on their powers in a single round.

When dealing with lesser beings, the character can choose to be fallible and weaker. At such times, their default ability scores are 20, and their default ability defense scores are

30. Their default damage multipliers are ×10, and they are limited to spending 100 Focus in a single round.

However, the character can transform all of those numbers to infinity at will.

Rank X Origins

These new origins apply only to Rank X characters. They're included here rather than in the New Origins section to avoid confusion.

Abstract Entity

The character is the representation of an abstract idea. They have no physical form, but they can interact with others through manifestations.

Examples: Death, Eternity, Infinity, Living Tribunal

Tags: Alien Heritage, Allspeak, Extreme Appearance

Traits: Connections: Abstract Entities, Fresh Eyes, Loner, Stranger, Weird

Narrative Powers: Immortality, Invulnerable Form, Invulnerable Mind, Manifestation

Cosmic Being

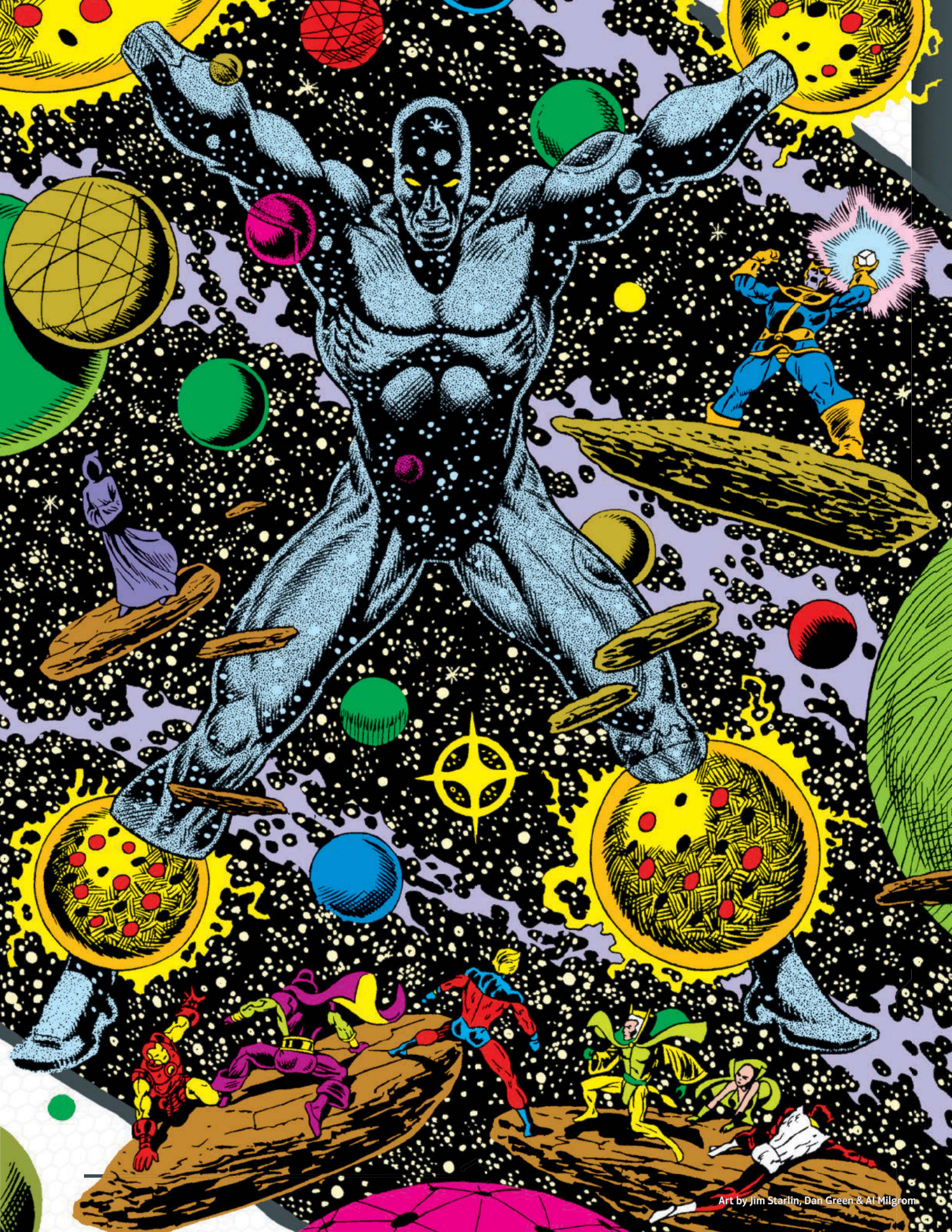
The character is a cosmic being who plays an important part in the grand scheme of the universe. They serve a purpose in the ecology of their universe or perhaps even of the Multiverse.

Examples: Beyonders, Celestials, Galactus, Watchers

Tags: Alien Heritage, Allspeak, Extreme Appearance

Traits: Connections: Cosmic Beings, Fresh Eyes, Loner, Stranger, Unusual Size (often), Weird

Narrative Powers: Immortality, Invulnerable Form, Invulnerable Mind, Manifestation



Dominion

The character is a godlike form of artificial intelligence resulting from the inevitable advance of technology. Such beings arise in the future but then become timeless, having always existed.

Examples: Enigma, Phalanx, Ultron (Earth-6160)

Tags: A.I., Allspeak, Extreme Appearance

Traits: Eidetic Memory, Font of Information, Fresh Eyes, Loner, Weird

Narrative Powers: Immortality, Invulnerable Form, Invulnerable Mind, Timeless

Narrative Limitations: Limited Timelines

Primordial Being

The character controls power that springs from the dawn of the universe. Most such characters are Elders of the Universe, the last survivors of ancient alien species who formed an association based on their common origin and their inestimable age.

Examples: Collector, Contemplator, Ego the Living Planet, Grandmaster

Tags: Alien Heritage, Allspeak, Extreme Appearance

Traits: Connections: Elders of the Universe, Fresh Eyes, Loner, Stranger, Unusual Size (often), Weird

Narrative Powers: Immortality

Narrative Limitations: Limited Omnipotence

Rank X Traits

Rank X characters have no limits on the number of traits they can have. However, they should not, in general, have traits that contradict each other.

Rank X Powers

Many Rank X characters have no limits on the number or kind of powers they can have. They are effectively omnipotent.

When using standard powers, the range and area of effect of the character's powers are effectively limitless, at least that of a planet. They can teleport across the galaxy in a blink of an eye, and they can affect entire planets. However, they often use their powers at less than their maximum possible impact.

Often, such characters also have powers that break the standard rules and are best described verbally. See the Narrative Powers section, starting on page 199, for more about how these work.

Rank X Limitations

Rank X characters often have limitations on themselves or their powers that are described verbally. For examples, see the Narrative Limitations section, starting on page 199.

Rank X Items

Rank X characters sometimes have iconic items that are far more powerful than most iconic items. In other cases, these items can grant regular characters powers similar to that of a Rank X character.

See the Narrative Items section, starting on page 200, for examples.

Confronting Rank X

The Narrator can, if they like, tell the players that a character the heroes have encountered is Rank X to help set their expectations. This should help them figure out that the creature they're facing is essentially unstoppable, but that doesn't mean they won't try.

Most of the time, regular characters—even Rank 6 ones—are beneath the notice of many Rank X characters. They have their own concerns, and the heroes usually aren't even on their list of things to consider. The hardest part, sometimes, is getting the Rank X character to notice the heroes, or at least pay attention to them, in the first place.

The heroes can usually accomplish this by making enough noise or a particularly brutal attack. Even if it doesn't harm the Rank X character, it can (at the Narrator's discretion) get their attention.

Actually defeating a Rank X character, though, is nearly impossible—at least in combat. Instead, the heroes should try other methods, like talking with the Rank X character. This can involve becoming friendly with them, making a deal with them by offering something they might want or even threatening them with something—or someone—powerful enough to affect them.

For example, when Galactus first came to Earth to devour it, the Fantastic Four managed to learn about and then get their hands on one of the few things that can threaten a Rank X character like him: the Ultimate Nullifier. This was enough to drive Galactus away—if only temporarily—although he took out his frustrations on his herald, the Silver Surfer, for siding with the people of Earth.

If the heroes cannot manage such things—which should not be surprising—the best they may be able to hope for is to sneak away without the Rank X character noticing them. Alternatively, they can hunker down and wait for the character to pass them by, weathering their appearance the way they might handle a dangerous storm.

Defeating Rank X

It's almost impossible to kill a Rank X character, but sometimes heroes can manage to defeat them—if only temporarily.

Any character with the Limited Omnipotence limitation can be knocked unconscious by dealing 308 points of damage to them in a single round. However, this can only be done while the character is distracted, overwhelmed or occupied with other things, as otherwise they can simply use their powers to protect or heal themselves. If knocked out, the character can be temporarily killed by dealing another 308 points of damage to them.

Such characters cannot be permanently killed. If knocked unconscious, it takes them 1d6 days to regain consciousness. If killed, it takes them another d616 weeks to fully recover.

If the players are ready to engage in an event, they might be able to take down a Rank X character for good, but this requires a lot of effort and planning. See the Challenging God Emperor Doom section on page 162 for an example.

Becoming Rank X

There are those who lust after the power of Rank X and wish to claim it for themselves. Others simply want such power temporarily so they can take a stand against a Rank X foe or some other seemingly undefeatable enemy.

This is impossible to manage by normal means. Characters cannot rank up beyond Rank 6 simply by going on more adventures.

However, that doesn't mean that it cannot be done. Doctor Doom, for example, has managed to become Rank X on at least three notable occasions:

- ▶ During the first Secret Wars
- ▶ During his tenure as God Emperor Doom
- ▶ During his time as the Sorcerer Supreme

Similarly, Thanos became Rank X when he collected the Infinity Stones and assembled them into the Infinity Gauntlet. Also, Kronos of the Eternals became Rank X when he accidentally became a cosmic being.

There are two straightforward ways to become Rank X. The first is to take control of a narrative item that grants equivalent powers, like the ability to rewrite reality at will. Such devices include the Infinity Gauntlet and any Cosmic Cube.

The other way is to have a Rank X character or force grant the character their powers. Notable forces include:

- ▶ The Phoenix Force, which transforms the character into the Phoenix
- ▶ The Living Abyss, which transforms the character into the King in Black
- ▶ The Enigma Force, which transforms the character into Captain Universe

See the profiles for each of these Rank X characters for examples of how the forces that affect them work and how they might affect any individual character.

Stealing Rank X Power

A character can try to steal Rank X powers by creating a device that permits them to do so. For details on how to manage this, see the gadget hacking rules in the *Spider-Verse Expansion* or the *Avengers Expansion*.

Hacking together a gadget that neutralizes a single power requires a Logic vs. TN 13 action check, with each additional power to be canceled adding another +1 to the TN.

Creating a gadget that allows a character to steal power from a Rank X character requires a Logic vs. TN 25 action check. Even then, the character has to find the right circumstance and moment to be able to use the gadget.

This should be nearly impossible, mostly due to circumstances. The Rank X character likely knows about the ways in which they are weak—or susceptible to being weakened—and rarely puts themselves in a position where that could be exploited.

For example, during the original Secret Wars, Doom constructed a gadget to steal Galactus' power. However, he knew that he couldn't get close enough to Galactus to use the gadget directly on the World-Devourer. Instead, he intercepted the energy from the Elemental Converter before Galactus could feed on it.

Then Doom raced to the rift in space through which the Beyonder spoke to the combatants in the Secret Wars. He knew that the Beyonder was untouchable in the Beyond and could never be defeated there. To counter that advantage, he dared the Beyonder to confront him in reality, and that's when Doom struck.

Similarly, at the beginning of the latest Secret Wars, Doom knew he couldn't take on the Beyonders in the Beyond. Instead, he traveled to the edge of the universe to challenge them, and when they came into reality to attack him, he detonated the bomb he'd made of countless Molecule Men. Then, with them destroyed, he had the Earth-616 Molecule Man use a gadget to absorb all their power.



NEW HERO TEAM MANEUVERS

Here are some new team maneuvers to use with the various groups covered in this book. Feel free to incorporate these as options for player-created teams as well.

These maneuvers are available in addition to the standard ones. The team needs to choose one before they begin an adventure, just like they usually do, making sure that they meet the level requirements. These new maneuvers simply give them extra choices. When selecting one of these maneuvers, players should list its name in the Notes section of their character sheet.

Fantastic Four

The First Family (Rally, Level 2)

For the rest of this battle, any team member who has no Karma left can spend 1 point of Karma from any other team member's Karma.

First Steps (Offensive, Level 2)

The next time each team member activates a power, they pay no Focus for it.

Future Foundation

Science! (Rally, Level 1)

Each team member has an edge on non-combat Logic checks for the rest of the battle.

Guardians of the Galaxy

Who Can It Be Now? (Defensive, Level 2)

The team causes a distraction that gives all their opponents trouble this round.

Illuminati

Hard Choices (Defensive, Level 3)

The team can choose any level 1 or 2 defensive team maneuver and use it right now.

Original Secret Wars Heroes

All Together Now (Rally, Level 2)

The heroes of the original Secret Wars aren't a team so much as a bunch of teams thrown together, but with this maneuver, they can all treat each other as teammates for the purposes of using the Help Teammate reaction for the rest of this battle.

Thor Corps

KrakaDOOM! (Offensive, Level 3)

The members of the team can use their Elemental Barrage (Electricity) power for free this turn (after paying the Focus cost for this maneuver). Those who do get an edge on their Ego check with that power.

NEW VILLAIN TEAM MANEUVERS

As noted in the *Core Rulebook*, teams of super villains can use team maneuvers too. Here are some new team maneuvers that are intended for particular teams of villains.

Annihilation Wave

Swarm (Offensive, Level 2)

The team members select one member and sacrifice their standard action this round to them. The selected team member gains 1 point of Karma for each such sacrifice, up to a maximum equal to the team member's rank.

Cabal

Justify the Means (Offensive, Level 3)

The team can choose any level 1 or 2 offensive team maneuver and use it right now.

Frightful Four

Evil Plan (Offensive, Level 2)

For the rest of this battle, every member of the team can use the highest Logic of any conscious and present member of the team for any Logic checks.

Original Secret Wars Villains

Strange Bedfellows (Rally, Level 2)

The villains of the original Secret Wars only had one team in the bunch: the Wrecking Crew. However, with this maneuver, they can all treat each other as teammates for the purposes of using the help teammate reaction for the rest of this battle.

NEW ORIGINS

There are several new origins in this book. Most of them apply only to Rank X characters and are detailed in the Rank X Origins section on page 188.

Here are two new origins for regular characters:

Monstrous: Marvel Zombie

The character was once alive but has died and risen as one of the living dead. There are many kinds of zombies, but this origin is particular to the kind that live in the Deadlands and appeared in the original *Marvel Zombies* comics.

When a character becomes a zombie, they gain the listed tags and traits.

Examples: Zombies in the Deadlands

Tags: Deceased, Extreme Appearance

Traits: Bloodthirsty, Fearless, Hard to Kill, The Hunger, Infector: The Hunger, Monster, and Signature Attack: Bite

Limitations: Unless the character has another origin, they cannot choose other powers. If they do have another origin, they gain the Extraordinary Origin trait for free. If they have the Heroic tag or the Beguiling trait, they lose it.

Weird Science: Power Cosmic

The character is able to tap into the Power Cosmic, the force behind the entire cosmos. This is often (but not always) given to them by a Rank X character, as when Galactus bestows power upon his heralds.

Examples: Firelord, Nova (Frankie Raye), Terrax, Victorious

Traits: Weird

Powers: Power Cosmic

Suggested Occupation: Outsider

Limitation: Must be at or become Rank 5 or higher when taking this origin.

NEW TRAITS

This section features a couple new traits that relate to zombies, as well as some traits that originally appeared in other places but are reproduced here for your convenience.

If you've already created an original character and would like to use a new trait, speak with your Narrator about it. If it makes sense to do so, you can swap a previously chosen trait for a new one. This could represent a transformation into a new period for the character, or it could be simply a redefinition of who the character has always been.

From Range

The character can increase the range of one of their powers from reach to 10 spaces. When the power is used on a target beyond the character's reach, the character must make an Agility check against the target's Agility defense. Additionally, if the power normally does Melee damage, it instead does Agility damage when used on such a target.

If the target is an ally, the ally can lower the target number for the check to 10.

This trait cannot be applied to powers that affect multiple targets.

Hard to Kill

The character is immune to most Health damage. However, any damage that is done to them by a Fantastic result is permanent, representing a catastrophic injury of some sort. When they reach 0 Health, they do not fall unconscious. Instead, they become immobilized—unable to physically move without some kind of assistance.

Restriction: To take this trait, the character must also have the Deceased trait. If they have the Healing Factor power already, they lose it.

The Hunger

For each hour that the zombie goes without eating living flesh, the zombie must make an Ego attack roll against themselves, ignoring any Focus damage reduction. When the zombie's Focus is reduced to 0, they must then make a Vigilance check against TN 25 each hour or go mad with hunger.

A zombie mad with hunger must do anything it can to find and consume living flesh—ideally human. Once they do, they bring their Focus back up to full, they regain control of themselves, and the cycle starts all over again.

If the character can be kept from feeding on what they desire for about two weeks, the cravings that the Hunger induces disappear, along with the Bloodthirsty trait. This leaves the character undead but in no danger of

losing their mind to the disease once again—unless they somehow indulge in their horrible fixation once more.

Restriction: To take this trait, the character must have been infected with the Hunger virus and become a zombie.

Infector

The character can infect a target with a disease, which must be chosen along with the trait. Examples include:

- ▶ Lycanthropy
- ▶ The Hunger virus

See the *X-Men Expansion* for more details about how infection works.



Magic Item Reliance

The character relies on a magically empowered item for some or all of their powers. When they take Health damage that would render them unconscious, they can instead choose to lose all of their magic-item-related powers and remain conscious with 1 point of Health left.

Similarly, if they take Focus damage that would render them demoralized, they can instead choose to lose all of their magic-item-related powers and have 1 point of Focus left.

Magic items are notoriously difficult to destroy. They cannot be harmed by most attacks. However, they can be taken away or lost. Many characters would go to great lengths to recover the magic items that grant them powers.

Unusual Size

The character's regular size is beyond those for small, average or big, as shown on the Resize Effects table (see page 73 of the *Core Rulebook*). When picking this trait, the player must choose the character's size: microscopic, miniature, tiny, little, huge, gigantic, titanic or gargantuan. Apply the modifiers listed on the Resize Effects table just as if the character had grown or shrunk to that size, but permanently.

The one exception is a character's Flight Speed. If they are microscopic, miniature, tiny or little, calculate their Flight Speed as if they were small-sized. If they are huge, gigantic, titanic or gargantuan, calculate their Flight Speed as if they were big-sized.

NEW TAGS

Most of the tags in this section appeared in previous expansions, but they are repeated here for your convenience. There is one new tag as well: Ageless.

If you've already created an original character and you would like to use one of these new tags, speak with your Narrator about it. If it makes sense to do so, you can add the new tag, perhaps even replacing a previous one. This could represent a transformation into a new period for the character, or it could be simply a redefinition of who the character has always been.

Ageless

The character does not age after becoming an adult. They are immune to any effects that would cause them to age.

Allspeak

The character can communicate verbally with anyone else. They can understand any spoken language, and when they speak, everyone who hears them believes them to be speaking in the listener's native tongue.

Clone

The character is a clone of another character. (The *Spider-Verse Expansion* has a whole section about how this can affect the character.)

Media Awareness

The character is aware (or simply believes) that they are actually a character in some kind of consumable media, like a book, comic, movie, cartoon, video game or even a tabletop game. They understand the tropes of that medium and can comment on it and address the consumers of that media. However, they often keep such comments to themselves, as doing so makes them seem insane to those around them who do not have this tag.

Mental Health Conditions

The character has mental health conditions. These might include anxiety, depression, dissociative identity disorder or other conditions.

Mobility Issues

The character has mobility issues. This can range from using a cane to using a wheelchair.

Patron

The character has a wealthy benefactor they can ask to purchase them anything within reason. The patron could be an individual, an organization or even a government. The character's access to the resources the patron provides



depends on their relationship with the patron. If they anger or embarrass their patron, they might be cut off and have to remove this tag.

This is similar to the Rich tag, but the character is relying on someone else's wealth. One example of this happened when Spider-Man (Peter Parker) worked for a repentant Norman Osborn. Parker had access to Osborn's resources while he continued to work with him. Many heroes working for the Avengers could count Iron Man (Tony Stark) as a patron—at least during the times when Stark has money.

Signature Item

This is a broader form of the Signature Weapon tag. The character is known for owning and using a specific kind of item. This can be a weapon (like Hawkeye's bow or Elektra's sai), a vehicle (like the motorcycle of Ghost Rider [Johnny Blaze]) or anything else.

This tag can be taken more than once, but each time must be with a different item.

Worthy

The character is deemed worthy of using a particular iconic item. The criteria for being worthy of a particular item is imbued in it by its creator, and it's always up to the Narrator to determine if a character is actually worthy at any given moment.

When taking this tag, the character should also name the iconic item to which it applies—for example, Worthy (Mjolnir).

Characters who have yet to encounter a particular iconic item might not have this tag when they do, but that doesn't mean they're not worthy of using it. It's up to the Narrator to judge if the character meets the criteria for worthiness. If so, the character then gains this tag for that item.

NEW POWERS

A few of the character profiles in this book feature powers that have appeared in books published after the *Core Rulebook*. They are reproduced here for your convenience, along with previously published clarifications for the Resize power set.

This includes the basic power Iconic Item from the *Avengers Expansion*, which is simply a broadening of the Iconic Weapon power. Characters who already have the Iconic Weapon power can keep it or switch to Iconic Item. Going forward, though, all profiles with iconic items should have the Iconic Item power.

This also includes a few powers from the Sixth Sense power set. For the full power set, see the *X-Men Expansion*.

On top of that, there are new powers for the Telepathy power set, and a new element for Elemental Control powers.

Elemental Control



The new element for Elemental Control powers is plants. The special effect for a Fantastic success when using this element is:

► **Plants:** Target is grabbed.

Power Control

Power Slider originally appeared in the *X-Men Expansion*. This power boosts or dampens a character's other powers based on things that happen to them.

Powers List

► Power Slider

Resize



There are two clarifications for the Resize power set, as first seen in the *X-Men Expansion*.

Flight: Most of a character's speeds are recalculated when the character changes size. However, Flight Speed does not change. The character flies at their regular Flight Speed no matter their size.

Growing Into Spaces: When a character grows into spaces occupied by other things, characters who are little or smaller remain where they are and can occupy the same space as the growing character, just like normal. However, characters who are average size or larger are shoved aside by the growing character. Move them as few spaces as possible, leaving them in a space adjacent to the growing character. If the character or object the growing character pushes up against is normally unmovable, the growing character should move their own center to accommodate this.

Treat any attempt to crush another character in this way as if the growing character is throwing themselves at the character they want to crush. This requires an Agility check against the target's Agility defense, and a failure damages the attacker. A success damages both the attacker and the target.

Sixth Sense



This power set covers the knowledge of things that have already happened, are currently happening or will happen at some point in the future. This can range from the content of someone's DNA all the way up to the death of a star on the far side of a galaxy. It also can help you figure out what happened in a particular place or—perhaps more importantly—what's likely to happen in the near future.

If possible, the Narrator and the player should work out a way to communicate such information secretly. This could be as simple as passing notes back and forth or sending private messages electronically. This way the player can decide what to do with the knowledge their power grants them, including if and when to reveal it.

Characters don't have to tell the other members of their team the truth about what's going to happen. After they establish proof of their power, they can use that earned trust however they like.

Tinkering with visions of the future is always fraught with challenges. Any future events that a character sees or knows about are not set in stone. They present only the most likely outcome. Characters can try to prevent these events from coming about, although they might not succeed. In fact, their attempts might unintentionally cause the feared events to happen.

(Partial) Powers List

- Cosmic Awareness
- Intuition
- Postcognition 1
- Postcognition 4
- Precognition 1

Telepathy



There are a few new powers for the Telepathy set. They allow the character to understand and affect the target's emotions.

Powers List

- ▶ Control Emotion
- ▶ Control Group Emotion
- ▶ Sense Emotion
- ▶ Sway Emotion

Teleportation



Telespot originally appeared in the *Spider-Verse Expansion*. It allows a character to affect things at a distance or to deflect attacks.

Powers List

- ▶ Telespot



Art by ChrisCross

NEW POWER DESCRIPTIONS

Here are the new powers described in full. Each description follows the same format as in the *Core Rulebook*.

Control Emotion

The character has an iron grip on a target's emotions.

Power Set: Telepathy

Prerequisites: Sense Emotion, Sway Emotion, Rank 2

Action: Standard

Duration: Concentration

Range: 10 spaces

Cost: 5 Focus

Effect: The character picks a target within range and line of sight and makes an Ego check vs. the target's Ego defense. If they succeed, the target feels the emotions the character wants them to feel. These can be any kind of emotions, even ones the character would not normally feel. On a Fantastic success, the target must act on those emotions immediately, without regard for consequences.

If the emotions the target is forced to feel might make them do something they would normally find reprehensible, they get to make an Ego check against the character's Ego defense. If they succeed, they break free of the character's influence. On a Fantastic success, they also know who affected their emotions and they are immune to further influence for a full day.

Control Group Emotion

The character has an iron grip on a group's emotions.

Power Set: Telepathy

Prerequisites: Control Emotion, Sense Emotion, Sway Emotion, Rank 4

Action: Standard

Duration: Concentration

Range: 10 spaces

Cost: 15 Focus

Effect: The character designates a space within their line of sight. The attack can affect every chosen target within 10 spaces of that. The character makes a single Ego check and compares it to each target's Ego defense, applying the same results as the Control Emotion power would.

Cosmic Awareness

The character can detect details about things anywhere in the universe.

Power Set: Sixth Sense

Prerequisites: Microscopic Awareness, Rank 4

Action: Standard

Duration: Concentration

Range: Unlimited

Cost: 15 Focus

Effect: The character can sense selected things at any distance from them, as long as they are in the same universe as what they are attempting to detect. This can include the location, relative velocity and overall emotional and physical status of any item, creature or group known to the character.

Iconic Item

The character owns something that grants them access to incredible power.

Power Set: None

Prerequisites: None

Duration: Permanent

Effect: The character is known for owning and using a unique and powerful item, like Mjolnir or Captain America's shield. The Narrator must approve the details of any new iconic item. Full details on many such items, along with rules for making your own, are found in the *Avengers Expansion*.

This power can be taken more than once, but each time must be for a different item. This power can replace the Iconic Weapon power, if the player wishes.

Intuition

The character has a bad feeling about this.

Power Set: Sixth Sense

Prerequisites: Rank 2

Action: Standard

Duration: Instant

Cost: 5 Focus

Effect: When faced with a decision, the character can get a feeling about which choice would be best for them in the long run. When activating this power, the player presents the choice to the Narrator, and the Narrator tells them which choice the intuition is leading the character toward.

Characters should take care when using this power. What is best for them might not be best for the rest of the team or anyone else they care about. Also, what's best in the long run might not be best for the character in the short run. In fact, what's best is often up for interpretation.

Postcognition 1

The character knows what just happened.

Power Set: Sixth Sense

Prerequisites: Rank 2

Action: Standard

Duration: Instant

Cost: 5 Focus

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past six hours.

If using the power to analyze a person, they sense the events from the person's point of view, using that person's senses. If the person is unconscious, dead or otherwise senseless at any point during that time, the character cannot sense anything at those points either.

If using the power to analyze a place, the character can sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position.

If using the power to analyze an item, the character senses how the item was affected or used over that period of time, no matter where it was located or how it moved. They can sense things as if the item had their senses. The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

Postcognition 4

The character knows what happened in the past century.

Power Set: Sixth Sense

Prerequisites: Postcognition 3, Rank 5

Action: Standard

Duration: Instant

Cost: 20 Focus

Effect: The character can sense what happened to a particular person, place or item within their reach—including themselves—in any week-long period in the past century. Otherwise, this power works the same as Postcognition 1.

Power Cosmic

The character has access to cosmic powers that allow them to do all sorts of things.

Power Set: None

Prerequisites: Rank 5, Weird Science: Power Cosmic origin

Action: Standard

Duration: Varies

Cost: 5 or more Focus

Effect: The character's access to the Power Cosmic allows them to use any other power that they have the rank to use, even if they would not normally meet its other prerequisites. They must pay whatever the regular Focus cost is for that power, plus 5 Focus.

If the duration of the used power is permanent, it is concentration for the character instead. If the power is a numbered permanent power (like Mighty 3), the Focus cost is 5 times that number instead. (For example, Mighty 3 would cost 15 Focus.)

Power Slider

The character's power waxes and wanes with what's vital to them.

Power Set: Power Control

Prerequisites: Rank 3

Duration: Permanent

Effect: The character has a single criterion that affects the strength of their powers on a spectrum. The character starts off normal, but they can become boosted or dampened from there.

When things are going well for the character, all of their other powers are boosted. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect damage multipliers, add 1 to the effects.

Any effects that normally happen on any success, not just a Fantastic one. Also, anything that would dampen their powers only brings them back to normal.

When things are going poorly for the character, all of their other powers are dampened. If the powers have ranges or effective areas or durations, these are halved. If the powers affect damage multipliers, subtract 1 from the effects. The power can no longer enjoy Fantastic successes. Also, anything that would boost their powers only brings them back to normal.

These effects last for a single combat or—if they happen outside of combat—a single day.

Other effects can be applied, as best fits the character or item, but the harmful effects must be at least as

harmful as the listed effects. The easier it is to incur beneficial effects, the worse the harmful effects should be.

The *Avengers Expansion* has six criteria to pick from. Here is a new one: Energy Supply. With the Narrator's consent, players can come up with others.

- **Energy Supply:** If the character's energy levels are topped off and full, their powers are boosted. This lasts until their Focus is reduced to 75 percent or less of its maximum. If the character is down to 25 percent or less of their maximum Focus, their powers are dampened.

Precognition 1

The character can see the near future.

Power Set: Sixth Sense

Prerequisites: Intuition, Rank 2

Action: Standard

Duration: Instant

Cost: 5 Focus

Effect: The character gains a sense of what is going to happen to a particular person, place or item within their reach—including themselves—in the next 24 hours. The further out any particular future is, the harder it is for the character to be certain about elements of that future. However, they can sense broad paths. Especially perilous or likely (or worse, both) possibilities often stand out like beacons in the night.

The player can ask the Narrator a single question about the day ahead and get an honest answer based on what the Narrator thinks is most likely to happen. The Narrator should give short and direct answers without detailed explanations. It is perfectly fine for the answer to be cryptic and to leave the player with more questions than they started with.

These answers do not dictate what is fated to happen. They only give hints as to possible futures. The choices the players make and the chances they take have a tremendous impact on these outcomes.

Terribly unlikely things happen all the time, which means that the character's sense of the future is not infallible. However, they are rarely outright wrong.

This is a great power for a character the Narrator controls. They can use it to lead the players around, give them guidance and perhaps even set them up for a horrible betrayal. The characters, of course, don't have to believe what a precognitive character tells them and might even openly defy their advice.

However, this can be an incredibly challenging power to handle as a player. The Narrator shouldn't spoon-feed details to the player. They should answer the player's questions in generalities when possible and not offer extra details. If the player isn't concerned enough about something to ask about it, then it doesn't occur to the character to consider that particular aspect of the future either.

If appropriate, the Narrator can state that the future is too uncertain to be determined at any particular moment. This often happens at climactic moments when there are too many possible futures to consider, or when the ones available are equally likely to happen. The Narrator should use this option judiciously though. If the character can't ever effectively use their power, that's a sure road to frustration.

The Narrator can also present the character with visions that the character didn't ask for. These often happen when something vitally important is destined (or at least likely) to occur that can negatively affect the character or people they care about. This could be a personal crisis or a disaster that's bound to catch the character up in it. Such visions still cost Focus. They drain the character, even if they were not requested.

Sense Emotion

The character can feel a target's emotions.

Power Set: Telepathy

Prerequisites: None

Action: Standard

Duration: Concentration

Range: 10 spaces

Cost: None

Effect: The character picks a target within range and line of sight and makes an Ego check vs. the target's Ego defense. If they succeed, the character understands how the target is feeling. On a Fantastic success, they understand why.

Sway Emotion

The character can manipulate a target's emotions.

Power Set: Telepathy

Prerequisites: Sense Emotion

Action: Standard

Duration: Concentration

Range: 10 spaces

Cost: None

Effect: The character picks a target within range and line of sight and makes an Ego check vs. the target's Ego defense. If they succeed, the target feels the emotions the character wants them to feel. These are gentle emotions that can get the target to do something they might already be inclined to do. On a Fantastic success, the target is unaware that anyone has affected their emotions and believes that this is the way they always felt.

Telespot

The character can create small teleports.

Power Set: Teleportation

Prerequisites: Teleport 1, Rank 2

Action: Standard or reaction

Trigger: The character is attacked.

Duration: Instant

Range: 10 spaces per rank

Cost: 5 Focus

Effect: As a standard action, the character can deploy small teleports through which they can attack or otherwise affect items within 10 times their rank in spaces using the same action.

As a reaction, they can deploy a small teleport against a physical attack, deflecting it away or redirecting it to another target. They can harmlessly deflect any such attack automatically that isn't a Fantastic success.

Redirecting an attack to another target requires the character to make an Agility check against the new

target's Agility defense. On a success, use the original attack's damage against the new target. On a Fantastic success, double the damage. On a failure, the original attack hits the character instead.

NARRATIVE POWERS

As first defined in the *X-Men Expansion*, narrative powers don't fit within the regular framework for powers. They break the standard rules, and because of that, they don't have rules in the same sense that standard powers do.

Narrative powers are ones that work in stories—like the kind you read in Marvel Comics—but are hard or impossible to pin down tightly with the regular rules. They can also throw off the balance of the game easily, so they're for use only by characters controlled by the Narrator.

Narrative powers are like Rank X characters (such as Galactus) or narrative items like the Infinity Gauntlet or the Cosmic Cube. They're so powerful that they can disrupt the entire game if not handled with the utmost care.

Many Rank X characters have narrative powers. The Molecule Man is a good example. His Reality Manipulation power can be used in all sorts of ways, and it requires careful attention from the Narrator. Otherwise, it can ruin the sense of fairness that goes into a role-playing game and reduce the game to a series of arguments about how such powers work and what they mean in any particular context.

Using Narrative Powers

Narrative powers work exactly as described. Of course, there are all sorts of ways to interpret the descriptions, and such interpretations often depend on the unique circumstances the character finds himself in.

When there's any question about how a power works in a particular situation, the players and the Narrator should take a moment to reason out what they think should happen. If that occurs in the middle of a game, the Narrator might make a quick ruling to keep things moving, but the players and the Narrator can have a longer discussion about the power later.

In the end, the Narrator has the final say about how the power works in the game.

Narrative Power Descriptions

Each of the following entries describes how a narrative power works in the game—or at least how the character using it understands that it works. The use of a narrative power can sometimes be expanded by interpreting it a new way.

In many cases, the character with the power doesn't know every aspect of it. They only know what's worked for them so far, and they may discover new uses for it along the way.

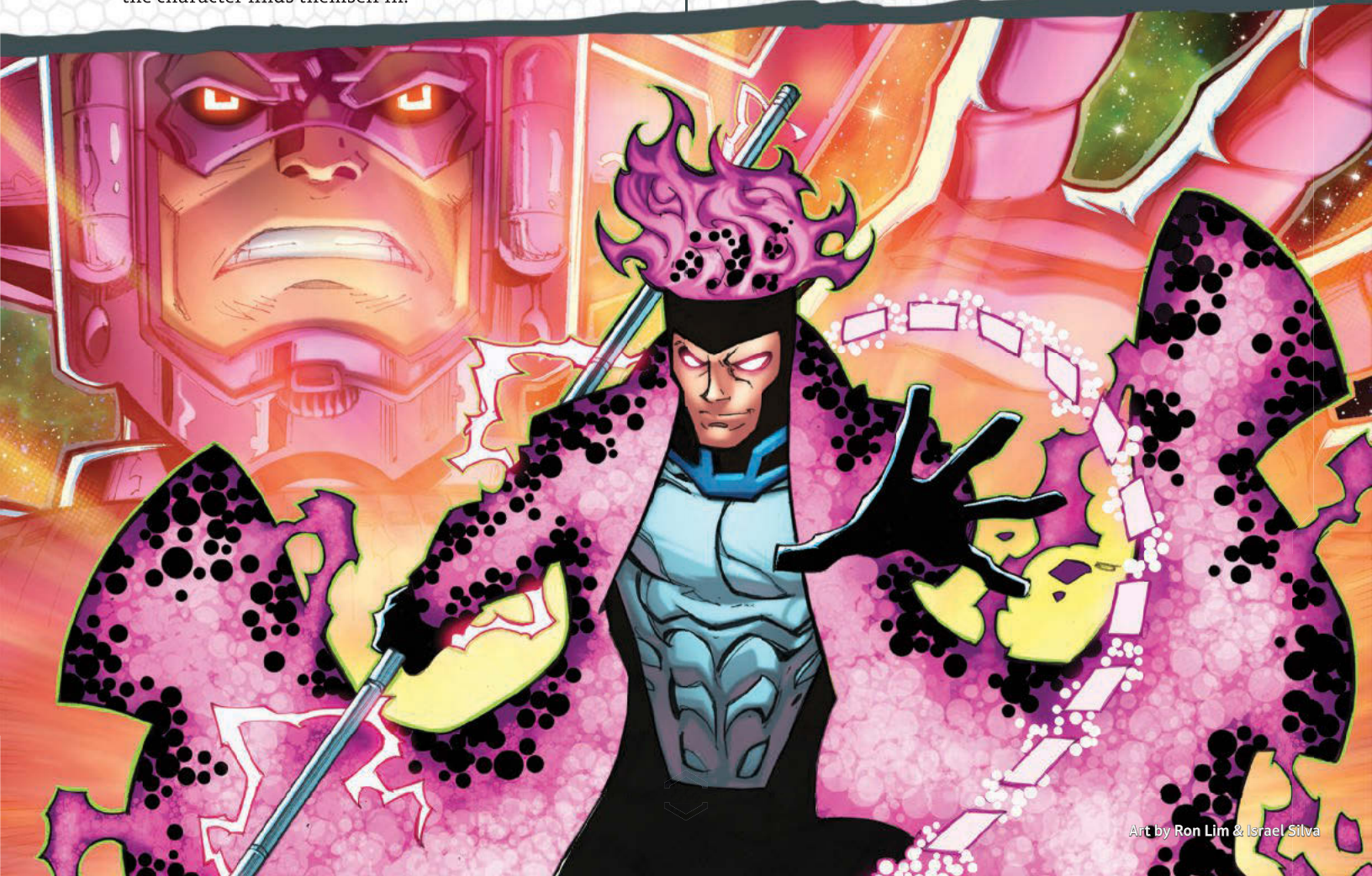
A narrative power takes up a single power pick. However, many characters with narrative powers don't use all of their power picks, mostly because they don't need them.

Create Herald

The character can lend another character a portion of their power. This gives the herald the Weird Science: Power Cosmic origin, makes the lending character their patron (as Patron, page 194) and elevates the herald to Rank 5 or 6.

The character can strip their herald of any powers given in this way as well. They can remove any or all of them at their discretion.

Example: Galactus



Disintegration Fields

The character can form impenetrable force-fields around themselves and their belongings that can, at their option, repel or disintegrate anything that touches them. They can make these fields large enough to encompass an entire planet.

Example: Galactus

Eat Energy

The character can consume and survive on pure energy. This includes any energy powers used against them.

Example: Galactus

FTL Travel

The character can travel through space at faster-than-light speeds under their own power. They still move through space or Exo-Space when doing so (as opposed to teleporting from point to point).

Example: Celestials, Galactus

Imbue Life

The character can imbue unliving matter with life. This can be an existing kind of life-form or, if they have the power to construct such things, a new one of their own creation. This power can also be used to bring an existing life-form back from the dead.

In either case, the life-form must be able to function independently for it to continue to live. If it cannot—due to injuries, extant conditions or an unworkable design—the life-form is doomed to die again soon.

Example: Galactus, Molecule Man

Immortality

The character cannot be permanently killed by normal means. If they do die, they usually return within a short amount of time. They may return in the same form or in an altered form.

Example: Abstract entities (like Death, Eternity or Infinity), Galactus

Invulnerable Form

The character cannot be physically harmed—take Health damage—by normal means.

Example: Abstract entities, Galactus

Invulnerable Mind

The character cannot be telepathically harmed—take Focus damage—by normal means.

Example: Abstract entities, Galactus

Living Energy

The character is a being of pure energy and only takes on material form so that it can interact with material beings. Often this is done by creating armor—as with the Celestials and Galactus—to house the character's energy. Other times, the character creates a material avatar (a body) it can inhabit and use to interact with the material world.

Example: Celestials, Galactus

Manifestation

To any sentient observer, the character appears to have the form of a member of the observer's species. The character might differ from the observer in certain ways, but to a human, for instance, they appear human-shaped.

Example: Abstract entities, Celestials, Galactus

Matter Manipulation

The character can rearrange and reshape matter of any kind and can also transmute matter into different kinds of matter. This is often done with a single object at a time, but it is usually limited to a single object of gargantuan size—or a group of objects that would total gargantuan size.

Example: Galactus, Molecule Man

Multiversal

The character exists across multiple universes at once and can also exist in multiple places in each of those universes at once. In addition, the character is unique across the known Multiverse. Instances that exist in other universes are not variants of the character but the actual character in several places at once.

Example: Celestials

Reality Manipulation

The character has the power to alter reality as they see fit, up to and including destroying or creating an entire universe. They cannot affect the past or alter a person's soul, but they can edit memories to make people think that the past was different. They can also create a distinct new version of a reality—or a new version of a person—although the original version would remain intact.

Otherwise, the only limits on this power are the imagination of its user and their ability to express it in a coherent way. In most cases, characters with this power prefer to make small changes so as to avoid unforeseen consequences.

Example: Beyonders, Molecule Man

Timeless

The character exists across multiple universes at once and also exists in all times throughout each of those universes.

Example: Enigma and other Dominions

Universal Teleportation

The character can teleport to any point in the universe to which they have already been, or to any point that they can sense with Cosmic Awareness. They can also bring along any other objects or people they wish, up to an entire planet.

Example: Abstract entities, Celestials

NARRATIVE LIMITATIONS

Much like narrative powers, narrative limitations limit a character in some way that's best expressed with words rather than numbers. These usually limit a character's powers or keep them from doing things by other means.

Cosmic Hunger

The character must feed roughly once a month to live. They can only do so by consuming the life force of an entire planet.

After each full month that a character does not feed, their power diminishes, and this is reflected in the maximum size they can reach. For example, if the character can reach gargantuan size, after one full month, they can only reach titanic size, and so on.

Example: Galactus

Dark Side

The character runs the risk of turning into a darker, evil version of themselves with no human morals to guide them. This usually happens in the early days after a mortal character ascends to Rank X and the power overwhelms them.

When tempted to do something horrible with their powers—often for good reasons—the character must make a Challenging Ego check. If they fail, they gain the Villainous tag and begin doing horrible things—until someone figures out how to stop them.

Each time the hero passes such a check, they gain an edge on future checks. Each time they fail such a check, they gain trouble. Once they get far enough down one path or the other, it becomes nearly impossible to turn back.

Example: Phoenix

Home Universe

The character's powers only function in their home universe. Because of this, they usually refuse to move to another universe, and if they do, they lose most (if not all) of their powers.

Example: Captain Universe

Limited Omnipotence

The character's omnipotence is limited to a number of powers or power sets rather than encompassing all standard powers. Sometimes, the powers or power sets they are not able to use are listed instead.

Example: God Emperor Doom

Limited Timelines

The character (who often also has the Timeless narrative power) can only exist in a limited number of related timelines. This may be due to the use of a Concordance Engine or for some other reason.

Example: Enigma

Planetary Sized

The character is roughly the size of a planet or larger. They cannot travel to other planets or get too close to other planetary systems for fear of their mass disturbing the delicate dance of gravitational forces. Others can visit them, though, and land on their surface.

Often, the character can create avatars to interact with other people, or they can communicate telepathically.

Example: Ego the Living Planet



Self-Regulated

The character limits themselves to acting as an average person of their kind, unless they or a loved one are in extreme danger. Whenever the character takes damage—or witnesses a loved one take damage—that would render them dead or unconscious, make a d616 roll. On a result of 12 or higher, they momentarily regain all their narrative powers until they can resolve the situation.

The character can also place other contingencies on their limitations (or the removal of those limitations) if they like. For instance, the Molecule Man originally couldn't affect organic molecules, but during the first Secret Wars, Doom explained that this was a mental block rather than an actual limit and removed it.

Example: Franklin Richards, Molecule Man

Timestuck

The character cannot travel through time—or be made to travel through time—by any means.

Example: Beyonders



COLEMAN • ALBINO • CRAMER
2016



CHARACTERS

THE VARIOUS SECRET WARS FEATURE CHARACTERS FROM all around the Marvel Multiverse. This chapter details many of them for use in your game, including new profiles for henchmen and—for the first time—some of the most powerful beings in any cosmos: Rank X characters.

COSMOSES OF CHARACTERS

Dealing with the collapse and rebirth of a Multiverse involves hundreds of different characters—and that doesn't even count their dozens of variants! It's impossible to fit them all in a book this size. If you can't find a character in this book, don't forget to check the profiles in the *Core Rulebook*, any of the other books in the *Marvel Multiverse* game line or online at Marvel.com/rpg.

If you can't find the character you're looking for, feel free to make your own version of them. In addition, you can take existing profiles and modify them to represent different variants of a character.

ICONIC ITEMS AND BATTLE SUITS

Several of the profiles here include iconic items and battle suits that the characters own. If you'd like to see a fuller description of those things, look for them in Chapter 9.

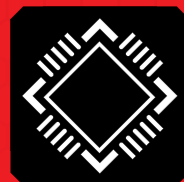
You can also find more details about how iconic items and battle suits work in the *Avengers Expansion*, where we introduced the rules that allow you to build such items and suits yourself.

RELIANCES

The *Core Rulebook* includes a trait called Tech Reliance that covers how powers work when they rely on technology. Some profiles here also use a trait called Magic Item Reliance, which was introduced in the *X-Men Expansion*.

When a character has a reliance trait, it often affects only some of their powers rather than all of them. The player should make it clear which powers are affected by the trait and which are not.

Published profiles feature a symbol next to each affected power or power set. The one for Tech Reliance looks like this:



The one for Magic Item Reliance looks like this:



When one of these symbols appears next to a power in a character's profile, it affects that particular power. When it appears next to a power set in a profile, it affects all of the character's powers in that set.

ABYSS

Art by Leinil Francis Yu



RANK

4

KARMA

4

HEALTH

90

DAMAGE
REDUCTION

—

FOCUS

120

DAMAGE
REDUCTION

-1

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 20

INITIATIVE
MODIFIER

+4E

BIOGRAPHY

Real Name: Abyss

Height: Varies, usually 5'5"

Weight: Varies, usually 120 lbs.

Eyes: Black

Hair: Black

Gender: Female **Size:** Average

Distinguishing Features: Black ichor perpetually wafts off her gaseous body

Occupation: Adventurer, Outsider

Origin: Weird Science

Teams: Avengers

Base: Mobile

HISTORY

The Beyonders dislike interacting with the physical universe, and they long ago developed a system of workers to handle things for them in such realms. Their primary tool was an alien race known as the Builders, who they sent out to seed worlds with life.

The Builders, in turn, created their own helpers: the Alephs. An Aleph would be sent to a planet to destroy any unwanted life and then release two seeds, which would form into a Gardener and an Abyss. The Gardener (also known as one of the Ex Nihilii) spawned new life on that world, and the Abyss judged its worthiness.

Though the Builders eventually abandoned this program, one Aleph who was never recalled arrived in the solar system and released an Ex Nihilo and an Abyss on Mars in the final days of the Seventh Cosmos. These aliens initially clashed with Earth's Avengers, but out of respect for Captain Universe, Abyss and Ex Nihilo switched sides and ultimately joined the team in fighting to protect the planet from the Builders.

Abyss, Ex Nihilo and several other Avengers later died in battle with the Beyonders. However, the Avengers were fully re-created in the Eighth Cosmos, so it's possible that Abyss and her allies are still out there somewhere, waiting for the right time to return.

PLAYING As

Abyss is sly, cunning and tactical. She was literally born to be a good judge of character, and her skills in that department allow her to size up any foe in a matter of moments.

In battle, Abyss relies heavily on her flexible gaseous form to avoid being hit. She spends most of her other actions blasting her opponents with the Command power, aiming to turn them against their allies.

ABILITIES

ABILITY
SCORE

1

MELEE

DEFENSE
SCORE

11

NON-COMBAT
CHECKS

+1

4

AGILITY

14

+4

3

RESILIENCE

13

+3

4

VIGILANCE

14

+4

4

EGO

14

+5

5

LOGIC

15

+6

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Outsiders
- ♦ **Connections:** Super Heroes
- ♦ Extra Occupation
- ♦ Fearless
- ♦ Fresh Eyes
- ♦ Quick Learner
- ♦ Situational Awareness
- ♦ Sneaky
- ♦ Stranger
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ Heroic
- ♦ Public Identity

POWERS

BASIC

- ♦ Brilliance 1
- ♦ Combat Trickery
- ♦ Discipline 1
- ♦ Environmental Protection
- ♦ Flight 1
- ♦ Heightened Senses 1
- ♦ Uncanny 1

PHASING

- ♦ Partial Phase
- ♦ Phase Self
- ♦ Quick Phase

PLASTICITY

- ♦ Extended Reach 1

TELEPATHY

- ♦ Command
- ♦ Orders
- ♦ Telepathic Blast
- ♦ Telepathic Link

DAMAGE

MELEE



x 4

MULTIPLIER

+ 1

ABILITY

AGILITY



x 4

MULTIPLIER

+ 4

ABILITY

EGO



x 5

MULTIPLIER

+ 4

ABILITY

LOGIC



x 5

MULTIPLIER

+ 5

ABILITY

ALEPH

Art by Jerome Opeña & Dean White



RANK

3

KARMA

—

HEALTH

90

DAMAGE
REDUCTION

-2

FOCUS

180

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE
MODIFIER

+5E

ABILITIES

ABILITY
SCORE

3

MELEE

DEFENSE
SCORE

13

NON-COMBAT
CHECKS

+4

3

AGILITY

13

+5

3

RESILIENCE

13

+3

5

VIGILANCE

15

+5

0

EGO

10

+0

3

LOGIC

13

+3

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ **Connections:** Military (Builders' army)
- ♦ **Connections:** Outsiders
- ♦ Enduring Constitution
- ♦ Extra Occupation
- ♦ Fresh Eyes
- ♦ Hive Mind
- ♦ Situational Awareness
- ♦ Stranger
- ♦ Tech Reliance

TAGS

- ♦ A.I.
- ♦ Backup
- ♦ Extreme Appearance
- ♦ Public Identity
- ♦ Villainous

BIOGRAPHY

Real Name: Varies

Height: Varies

Weight: Varies

Eyes: Varies, usually red

Hair: None

Gender: None

Size: Average

Distinguishing Features: Robotic humanoid

Occupation: Military, Outsider

Origin: High Tech: Android

Teams: Builders

Base: Mobile

HISTORY

The Beyonders hate having to interact with the physical universe, and they long ago developed a system of workers to handle things for them within the corporeal realms. Their primary tool was an alien race known as the Builders, which they sent out to seed worlds with life.

The Builders, in turn, created their own helpers: the Alephs. An Aleph would be sent to a planet to destroy any unwanted life and then release two seeds, which formed into a Gardener and an Abyss. The Gardener (also known as one of the Ex Nihilii) spawned new life on that world, and the Abyss judged its worthiness.

The Builders eventually abandoned this program, recalling the remaining Ex Nihilii and Alephs and exterminating the Abyss. However, one Aleph who was never recalled arrived on Mars toward the end of the Seventh Cosmos. This rogue Aleph was almost immediately destroyed by Captain Universe, but its siblings played a major part in the Builders' subsequent conflicts with the Avengers and the Beyonders.

The Beyonders ultimately destroyed the Builders' forces, and not a single Aleph has been seen since. However, it's always possible that some rogue Alephs managed to survive into the Eighth Cosmos.

PLAYING AS

While remaining individuals, the Alephs were all connected to a technological hive mind. They were cold, logical and deferential to their creators. They spoke in a simplistic robotic dialect.

Their basic A.I. makes them poor combatants. In battle, they usually just stand and fire energy blasts until forced to move.

DAMAGE

MELEE



x 4

MULTIPLIER

+

3

ABILITY

AGILITY



x 5

MULTIPLIER

+

3

ABILITY

EGO



x 3

MULTIPLIER

+

0

ABILITY

LOGIC



x 3

MULTIPLIER

+

3

ABILITY

POWERS

BASIC

- ♦ Accuracy 2
- ♦ Environmental Protection
- ♦ Flight 2
- ♦ Heightened Senses 1
- ♦ Mighty 1
- ♦ Sturdy 2

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Push

ANNIHILUS

Art by Mike Mignola



RANK

5

KARMA

—

HEALTH

150

DAMAGE
REDUCTION

-1

FOCUS

180

DAMAGE
REDUCTION

-1

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 25

INITIATIVE
MODIFIER

+6

ABILITIES

ABILITY
SCORE

6

MELEE

DEFENSE
SCORE

16

NON-COMBAT
CHECKS

+8

4

AGILITY

14

+6

5

RESILIENCE

15

+5

6

VIGILANCE

16

+6

3

EGO

13

+3

1

LOGIC

11

+1

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ Bloodthirsty
- ◆ **Connections:** Outsiders
- ◆ Extra Occupation
- ◆ Extraordinary Origin
- ◆ Fresh Eyes
- ◆ Hive Mind (leader of the Annihilation Wave)
- ◆ Presence
- ◆ Stranger
- ◆ Tech Reliance

TAGS

- ◆ Alien Heritage
- ◆ Authority
- ◆ Backup (Annihilation Wave)
- ◆ Extreme Appearance
- ◆ Powerful
- ◆ Public Identity
- ◆ Villainous
- ◆ Worshipped (by the Annihilation Wave)

POWERS

BASIC

- ◆ Accuracy 2
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Heightened Senses 1
- ◆ **Iconic Item:** Cosmic Control Rod
- ◆ Inspiration
- ◆ Mighty 2
- ◆ Sturdy 1
- ◆ Uncanny 1

SUPER-STRENGTH

- ◆ Clobber
- ◆ Crushing Grip
- ◆ Quick Toss

TACTICS

- ◆ Keep Moving
- ◆ On Your Feet
- ◆ Rally on Me

BIOGRAPHY

Real Name: Annihilus**Height:** 5'11"**Weight:** 200 lbs.**Gender:** Male**Size:** Average**Eyes:** Green**Hair:** None

Distinguishing Features: Insectoid alien with green metallic exoskeleton, wings and helmet with glowing yellow eyes

Occupation: Leader, Outsider**Origin:** Alien, High Tech**Teams:** Annihilation Wave**Base:** Mobile within the Negative Zone

HISTORY

Many years ago, an insectoid creature from a swampy planet in the Negative Zone discovered an ancient artifact called the Cosmic Control Rod. It not only granted him incredible strength, unmatched intelligence and eternal life but also gave him access to the Opposing Force, the Negative Zone's version of the Power Cosmic.

With this under his command, Annihilus took control of his homeworld and bred an army of insectoid soldiers billions strong. This Annihilation Wave washed over the Negative Zone, conquering countless planets.

Some time later, the Fantastic Four journeyed to the Negative Zone and stole a portion of the Cosmic Control Rod's power to stabilize the birth of the Invisible Woman's first child, Franklin Richards.

Since then, Annihilus has launched dozens of invasions of Earth and the surrounding galaxy.

PLAYING AS

Though Annihilus and his followers have human levels of intelligence, they often behave more like locusts than people. They want nothing more than to spread across all existence and devour everything in their path.

Annihilus can be negotiated with, but only under extreme, life-threatening circumstances. The rest of the time, he prefers to tear his opponents apart before they can get a word in edgewise.

ICONIC ITEM

COSMIC CONTROL ROD

Made from ancient Tyannan technology, this capsule grants the user long life and access to incredible cosmic powers.

ORIGIN: High Tech

POWERS:

- ◆ Elemental Barrage (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Infusion (Energy)
- ◆ Elemental Push (Energy)
- ◆ Elemental Reinforcement (Energy)
- ◆ Energy Absorption (limited to Energy attacks)
- ◆ Supernova (Energy)

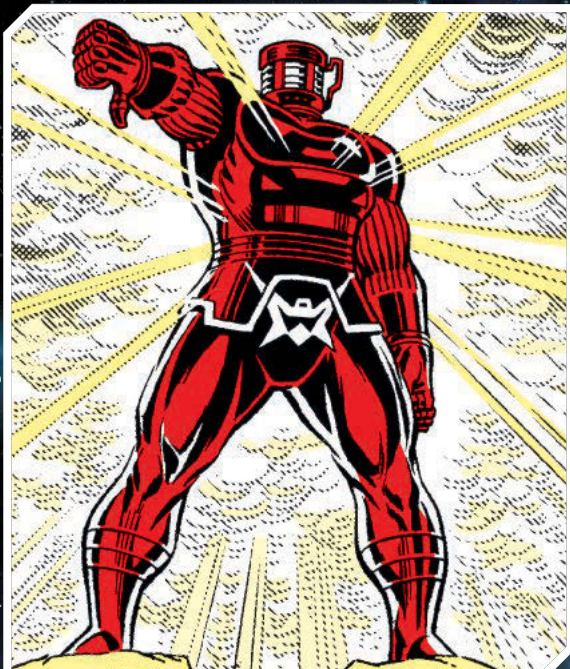
RESTRICTIONS:

- ◆ Carried
- ◆ Flashy

POWER VALUE: 6

ARISHEM

Art by Ron Frenz & Brett Breeding



BIOGRAPHY

Other Names: Arishem the Judge, the Killer of Planets
Eyes: None visible **Hair:** None visible
Gender: Male **Size:** Gigantic
Distinguishing Features: Red Celestial armor
Origin: Cosmic Being
Associates: Celestials
Base: Mobile

HISTORY

Like the other Celestials, Arishem was forged in the fires of the First Cosmos and played a major role in the creation of life throughout every cosmos thereafter. However, while all Celestials perform the work of gods, Arishem alone was selected to judge that work.

The Celestials engraved a powerful formula capable of destroying entire planets onto the right thumb of Arishem's armor and sent him into the vast reaches of the universe to judge the worlds they had made. All of the Four Hosts of Celestials that have visited Earth were led by Arishem, and though he has thus far decided to spare the planet, he continues to revisit the place. Perhaps not even he knows what to make of humanity.

RANK



TRAITS & TAGS

TRAITS

- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ **Unusual Size:** Gigantic
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance
- ◆ Mute

NARRATIVE ATTRIBUTES

POWERS

- ◆ FTL Travel
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Living Energy
- ◆ Manifestation
- ◆ Matter Manipulation
- ◆ Multiversal
- ◆ Universal Teleportation

ITEMS

- ◆ Celestial Armor

STANDARD BEHAVIOR

Upon arriving on a planet, Arishem stands with his hand flat and outstretched, level with the ground, silently observing for a period of fifty years, after which he closes his fist and renders his judgment. If he turns his thumb upward, the planet has passed and he leaves. If he turns his thumb downward, the planet has failed and the formula on his hand activates, instantly annihilating the world.

There are few forces in the cosmos capable of deterring Arishem from his eternal task. The easiest way to beat him is to simply pass his test, though the exact criteria he uses to judge planets vary. Usually, dMarvel displays of noble self-sacrifice, performed in front of Arishem and combined with a corresponding number of Difficult (Ego vs. TN 18) action checks, suffice to convince the Celestial to render an early passing grade.

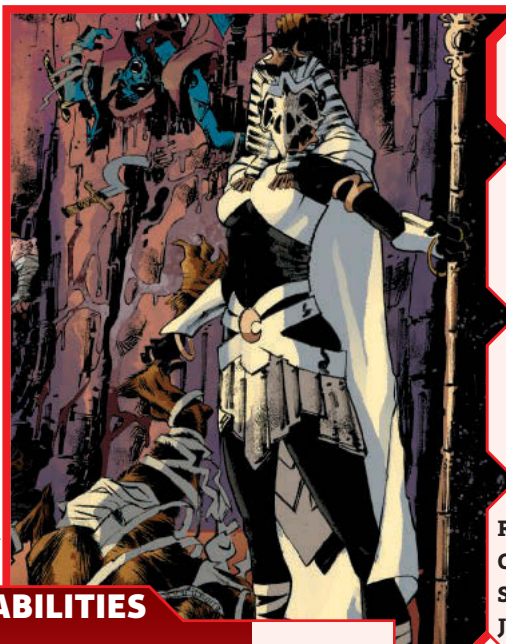
However, these sacrifices must be truly unselfish and personal. A rich character can't simply please Arishem by donating a few million dollars to charity. They could've done that at any time, and they still would have more than enough money after the fact. Whether it be their powers, their pride or their very life, the character must give up something irreplaceable for the greater good. Arishem may even subtly manipulate reality to provide the character with opportunities to prove their worth.

Heroes may also attempt to prove their worth through sheer might. Arishem can't be killed, but a massive force (300 or more points of Health damage, dealt within a single round, ignoring Damage Reduction) can knock him prone, forcing him to close his hand and cancel his test. Arishem then leaves the planet, buying the characters a temporary reprieve. He returns to resume his test within d616 months, but that may be just the time the heroes need to prepare.

Villains can also attempt to convince Arishem to preemptively fail a planet. They don't have to give up anything to do this. They just have to bring up some evil act the people of the planet have committed and then succeed on very Challenging (Ego vs. TN 20) action checks.

BARON KHONSHU

Art by Luca Pizzari & Rain Beredo



RANK

6

KARMA

—

HEALTH

210

DAMAGE
REDUCTION

-2

FOCUS

210

DAMAGE
REDUCTION

-2

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+8

BIOGRAPHY

Real Name: Khonshu

Height: Varies **Weight:** Varies

Eyes: None **Hair:** None

Gender: Female **Size:** Varies, usually Average
Distinguishing Features: Head is a floating bird skull

Occupation: Leader

Origin: Mythic

Teams: None

Base: Egyptia, Battleworld

HISTORY

On Battleworld, Khonshu is not only the Egyptian god of the Moon but the official baron of the Lower Kingdom of Egyptia, as per her agreement with the Panther-Man, who oversees the Upper Kingdom. The people of the Lower Kingdom are forced to worship her day and night, toiling their lives away to build monuments in her honor.

Any potential rebellions against her brutal regime are swiftly snuffed out by her loyal lycanthropic followers in the Order of the Moon Knights.

In the final days of Battleworld, Egyptia's people free themselves and repay all the pain and suffering that Khonshu dealt to them. At the time of this profile, she is unaware of that yet and would scoff at the idea that it could actually happen.

PLAYING AS

Khonshu uses hierarchical systems to keep her people in line, but she doesn't recognize anyone's superiority, save for her own. Be they rich or poor, law-abiding or criminal, Khonshu sees all mortals as equally beneath her. Their only value comes in how useful they can be to her.

Khonshu offers the same deal to all of her defeated opponents. "Join the Moon Knights. Become one of my loyal man-wolves, and I will spare your life." Those who do become werewolves and have their faces marked with a crescent moon. Those who refuse are slain.

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ Dealmaker
- ◆ Famous
- ◆ God Heritage
- ◆ Leverage
- ◆ Presence
- ◆ Public Speaking

TAGS

- ◆ Allspeak
- ◆ Authority
- ◆ Extreme Appearance
- ◆ **Headquarters:** The Temple of Khonshu
- ◆ Powerful
- ◆ Public Identity
- ◆ Rich
- ◆ Supernatural
- ◆ Villainous
- ◆ Worshipped

ABILITIES

ABILITY SCORE

3

MELEE

DEFENSE SCORE

13

NON-COMBAT CHECKS

+3

3

AGILITY

13

+3

7

RESILIENCE

17

+7

7

VIGILANCE

17

+7

8

EGO

18

+10

4

LOGIC

14

+6

POWERS

BASIC

- ◆ Brilliance 2
- ◆ Discipline 2
- ◆ Environmental Protection
- ◆ Inspiration
- ◆ Sturdy 2
- ◆ Uncanny 2

RESIZE

- ◆ Grow 2

TACTICS

- ◆ Battle Plan
- ◆ Focus Fire
- ◆ Keep Moving
- ◆ On Your Feet
- ◆ Rally On Me

TELEPATHY

- ◆ Animal Communication (wolves)
- ◆ Astral Form
- ◆ Borrow Senses
- ◆ Command
- ◆ Domination
- ◆ Orders
- ◆ Telepathic Link
- ◆ Telepathic Network

DAMAGE

MELEE

d6

x 6

MULTIPLIER

+

3

ABILITY

AGILITY

d6

x 6

MULTIPLIER

+

3

ABILITY

EGO

d8

x 8

MULTIPLIER

+

8

ABILITY

LOGIC

d8

x 8

MULTIPLIER

+

4

ABILITY

BEYONDERS

Art by Kev Walker, Scott Hanna & Frank Martin



TRAITS & TAGS

TRAITS

- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance

NARRATIVE ATTRIBUTES

POWERS

- ◆ Disintegration Fields
- ◆ FTL Travel
- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Living Energy
- ◆ Manifestation
- ◆ Matter Manipulation
- ◆ Multiversal
- ◆ Reality Manipulation
- ◆ Universal Teleportation

LIMITATIONS

- ◆ Timestuck

BIOGRAPHY

Other Names: The Ivory Kings, the Lords of the White Light, the Omegas

Eyes: Varies

Hair: Varies

Gender: Varies

Size: Varies, typically average

Distinguishing Features: None

Origin: Cosmic Being

Associates: Celestials, Knull

Base: The Beyond

HISTORY

Soon after the dawn of the Second Cosmos, the Celestials created a race of all-encompassing, all-powerful creatures called the Beyonders. These Beyonders helped to manage the nascent Multiverse and to check the power of the Celestials themselves, ensuring that no one group could gain total control over all existence.

Following the death of the Second Cosmos, the Beyonders shut themselves away in a boundless dimension outside of time and space, where they continued to oversee the development of future cosmos from afar.

In the later days of the Seventh Cosmos, the Beyonders attempted to prevent the formation of the Dominion known as Enigma by deliberately destroying and re-creating the Multiverse. They placed a universe-destroying bomb—the Molecule Man—into every universe and waited for the right moment to enact their controlled demolition.

However, when the Beyonders created the Molecule Man, they accidentally poked a hole in their dimension, allowing an infant Beyonder to witness and interact with the physical universe, where he set the first three Secret Wars into motion. Their plot to end the Seventh Cosmos early spawned the fourth Secret Wars.

RANK



STANDARD BEHAVIOR

Within their home in the Beyond, the Beyonders are formless gods, omniscient and all-powerful. To directly interact with the physical world, they must define themselves within finite boundaries, which they generally hate doing. They've created a multitude of other Rank X beings—such as Captain Universe and the Starbrand—to manage the Multiverse for them, which limits the number of times they must interfere in creation themselves.

On the rare occasion that the Beyonders do find cause to interfere with the physical world, they prefer to do so anonymously, through proxies. They can send messages and even manifest simple objects, such as money, through subspace portals without having to leave the Beyond. This allows them to hire or create outside organizations, like the Builders.

Only one Beyonder—the infant responsible for the original Secret Wars—has ever tried to reside in the physical world, and it drove him completely insane. Living within boundaries filled him with a deep sense of incompleteness, which he tried and failed to rectify in just about every way imaginable.

The young Beyonder's lack of knowledge about the physical world, combined with his inner sense of emptiness, make him profoundly easy to manipulate. With a moderately strong argument (Ego vs. TN 14 action check), a person could convince him to take any course of action in the pursuit of fulfillment. They could convince him to remake the entire universe or even to make himself mortal.

BLASTAAR

Art by Paul Ryan & Tom Palmer



RANK

6

KARMA

—

HEALTH

270

DAMAGE
REDUCTION

-4

FOCUS

210

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE
MODIFIER

+6

ABILITIES

ABILITY
SCORE

5

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+8

3

AGILITY

12

+5

9

RESILIENCE

19

+9

6

VIGILANCE

16

+6

5

EGO

15

+9

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ◆ Battle Ready
- ◆ Big (Reach 2)
- ◆ **Connections:** Outsiders
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Fresh Eyes
- ◆ Iron Will
- ◆ Presence
- ◆ Public Speaking
- ◆ Stranger

TAGS

- ◆ Alien Heritage
- ◆ Authority
- ◆ Extreme Appearance
- ◆ Mysterious
- ◆ Powerful
- ◆ Public Identity
- ◆ Villainous

BIOGRAPHY

Real Name: Blastaar**Height:** 6'6" **Weight:** 520 lbs.**Gender:** Male **Size:** Big**Eyes:** Gray (red when charging blasts)**Hair:** Gray**Distinguishing Features:** Furry humanoid alien with sharp teeth, claws and pointed ears**Occupation:** Leader, Outsider**Origin:** Alien**Teams:** Frightful Four**Base:** Baluur, Negative Zone**HISTORY**

Not even Blastaar is sure why, but he was born with a body composed of powerful explosive energy. Some have referred to him as a living bomb-burst: a nuke in humanoid form.

Using this power, he conquered his home planet of Baluur and many of the surrounding worlds in his home dimension, the Negative Zone. Eventually, Baluurian rebels overthrew Blastaar and tossed him into space, where he encountered one of the first human explorers to visit the Negative Zone: Reed Richards.

Blastaar pursued Mister Fantastic back to Earth and immediately attempted to conquer the planet. The Fantastic Four defeated the warlord and sent him back to the Zone, but it was too late. Blastaar had had a taste of Earth, and now he wanted nothing more than to make it his. He swiftly retook control of Baluur and began launching regular assaults on Earth.

Since then, he's fought—and been defeated by—everyone from the Avengers to the X-Men. These days, he remains primarily concerned with protecting his territory within the Negative Zone from his longtime rival, Annihilus. However, Blastaar still dreams of conquering Earth, and when the next opportunity arises, he won't hesitate to jump at it.

PLAYING AS

Blastaar is a cruel dictator and a cold-blooded killer, but unlike his rivals in the Annihilation Wave, he is not a force of total destruction. He prefers to keep most of the people he conquers alive, if only so that he can rule them.

In combat, Blastaar prefers to overwhelm his opponents with raw power. He draws on his Focus reserves to launch one fully powered Elemental Blast after another until his enemies are beaten into submission.

POWERS

BASIC

- ◆ Accuracy 2
- ◆ Discipline 4
- ◆ Environmental Protection
- ◆ Flight 2
- ◆ Inspiration
- ◆ Mighty 3
- ◆ Sturdy 4

ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Barrage
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Push
- ◆ Supernova

SUPER-STRENGTH

- ◆ Clobber
- ◆ Crushing Grip
- ◆ Immovable
- ◆ Quick Toss

TACTICS

- ◆ Battle Plan

DAMAGE

MELEE	 × 9	MULTIPLIER	+	5	ABILITY
AGILITY	 × 8	MULTIPLIER	+	3	ABILITY
EGO	 × 10	MULTIPLIER	+	5	ABILITY
LOGIC	 × 6	MULTIPLIER	+	2	ABILITY

BUILDER

Art by Dustin Weaver, Jerome Opeña & Justin Ponsor



RANK

3

KARMA

—

HEALTH

60

DAMAGE
REDUCTION

-1

FOCUS

90

DAMAGE
REDUCTION

-1

SPEED

Run: 6

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

DEFENSE
SCORE

NON-COMBAT
CHECKS

1

MELEE

10

+1

2

AGILITY

11

+2

2

RESILIENCE

12

+2

3

VIGILANCE

13

+3

2

EGO

12

+2

5

LOGIC

15

+7

TRAITS & TAGS

TRAITS

- ◆ Big (Reach 2)
- ◆ **Connections:** Outsiders
- ◆ Extra Occupation (2)
- ◆ Extraordinary Origin
- ◆ Fresh Eyes
- ◆ Gearhead
- ◆ Inventor
- ◆ Scientific Expertise
- ◆ Stranger
- ◆ Tech Reliance

TAGS

- ◆ Alien Heritage
- ◆ Extreme Appearance
- ◆ Lab Access
- ◆ Public Identity
- ◆ Villainous

BIOGRAPHY

Real Name: Varies

Height: Varies, usually around 7'

Weight: Varies, usually around 400 lbs.

Eyes: Varies **Hair:** None

Gender: Varies **Size:** Big

Distinguishing Features: Insect-like humanoid with gray and brown carapace

Occupation: Engineer, Outsider, Scientist

Origin: Alien, High Tech

Teams: None

Base: Mobile

HISTORY

The Beyonders hate having to interact with the physical universe, and they long ago developed a system of workers to manage the corporeal realms in their stead. Their primary tool was an alien race known as the Builders, who they sent out to seed worlds with life.

The Builders, in turn, created their own helpers, most of which they later abandoned in favor of a purely mechanical management system called the newuniversal Superstructure. This used phenomena called White Events to imbue the inhabitants of certain planets with incredible powers.

In the final days of the Seventh Cosmos, the superstructure began to break down under the weight of the Incursions. The Builders attempted to prevent the impending collapse of the Multiverse by destroying Earth, only to be beaten back by the combined forces of the Avengers, several galactic empires and their own former helpers.

Shortly thereafter, the surviving Builders were destroyed by the Beyonders, the true culprits behind the Incursions. No one on Earth has seen the Builders since, but it's possible they were re-created in the Eighth Cosmos.

PLAYING AS

The Builders were, by and large, coldly logical beings who treated other intelligent species like lab animals. To them, "lesser" creatures like humans were mere experiments who could easily be discarded should they run rampant.

This tendency to underestimate their foes can make the Builders poor fighters. They often rely on their technology and their robotic servants to keep them safe, and in the rare case when they find themselves in active combat, they usually throw up energy shields and attempt to flee.

POWERS

BASIC

- ◆ Brilliance 2
- ◆ Inspiration
- ◆ Sturdy 1
- ◆ Uncanny 1

ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Protection 1 (10 points to shatter)

NARRATIVE

- ◆ DNA Manipulation

TACTICS

- ◆ Battle Plan

CAPTAIN MAR-VELL

Art by Stanley "Artgerm" Lau



RANK

6

KARMA

6

HEALTH

180

DAMAGE
REDUCTION

-2

FOCUS

180

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE
MODIFIER

+5E

ABILITIES

ABILITY
SCORE

6

MELEE

DEFENSE
SCORE

16

NON-COMBAT
CHECKS

+9

4

AGILITY

14

+6

6

RESILIENCE

16

+6

5

VIGILANCE

15

+5

7

EGO

17

+9

2

LOGIC

17

+2

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Breathe Different (negated by Environmental Protection)
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Imperial Kree Army)
- ♦ **Connections:** Super Heroes
- ♦ Determination
- ♦ Enhanced Physique

- ♦ Extra Occupation
- ♦ Extraordinary Origin
- ♦ Fearless
- ♦ Iron Will
- ♦ Situational Awareness
- ♦ Weird

TAGS

- ♦ Alien Heritage
- ♦ Black Market Access
- ♦ Heroic
- ♦ Public Identity

POWERS

BASIC

- ♦ Accuracy 2
- ♦ Discipline 2
- ♦ **Iconic Item:** Nega-Bands
- ♦ Inspiration
- ♦ Mighty 2 (Mighty 3 with Iconic Item)
- ♦ Wisdom

MARTIAL ARTS

- ♦ Do This All Day

BIOGRAPHY

Real Name: Mar-Vell**Height:** 6'2"**Weight:** 240 lbs.**Eyes:** Blue**Hair:** Blond**Gender:** Male**Size:** Average**Distinguishing Features:** None**Occupation:** Adventurer, Military**Origin:** Alien: Kree, Weird Science**Teams:** Imperial Kree Army, Legion of the Unliving**Base:** Mobile, formerly Titan

HISTORY

The Kree Empire sent Mar-Vell to Earth to pave the way for an invasion, but after encountering Earth's people, he chose to defend the planet. His second-in-command, Yon-Rogg, stabbed him and left him for dead.

Mar-Vell eventually made it back to Kree territory and defended the Supreme Intelligence from a traitorous plot. The Supreme Intelligence rewarded him with powers and sent him back to Earth.

However, he became trapped in the Negative Zone. With the Supreme Intelligence's help, he guided Rick Jones to a set of Nega-Bands. By clanging the bands together, the pair could swap places, freeing Mar-Vell from the Negative Zone. The two men were stuck together for years before Mar-Vell could free Jones.

While Jones and Mar-Vell were still bound to each other, the villain Nitro exposed Mar-Vell to a nerve gas that caused him to develop cancer. Unable to stem the disease, Mar-Vell retired to Titan, where he passed away surrounded by family and friends. He was survived by his lover, Elysia, who later had two children by him: Genis-Vell and Phyla-Vell.

PLAYING AS

Mar-Vell was a profoundly strong and noble hero; his only flaw was his pride. He tried to ignore his cancer diagnosis at first, and by the time he was ready to face it, it was too late.

Even in battle, Mar-Vell puts protecting people over all other concerns.

ICONIC ITEM

NEGA-BANDS

These legendary Kree bracers grant their user great powers and the ability to swap places with an ally in another dimension.

ORIGIN: Weird Science

POWERS:

- ♦ Allspeak
- ♦ Attunable
- ♦ Cosmic Awareness
- ♦ Elemental Blast (Energy)
- ♦ Elemental Burst (Energy)
- ♦ Elemental Grab (Energy)

- ♦ Elemental Protection 3 (Energy)
- ♦ Elemental Sphere (Energy)
- ♦ Entangled
- ♦ Environmental Protection
- ♦ Flight 2
- ♦ Healing Factor
- ♦ Illumination
- ♦ Mighty 3

- ♦ Postcognition 1
- ♦ Precognition 1
- ♦ Sturdy 2
- ♦ Supernova (Energy)
- ♦ Warp Portal

RESTRICTIONS:

- ♦ Flashy
- ♦ Paired Item
- ♦ Worn

POWER VALUE: 22

NOTE: Mar-Vell has Mighty 2, so for him, the Power Value is 20.

DAMAGE

MELEE



× 9

MULTIPLIER

+

6

ABILITY

AGILITY



× 8

MULTIPLIER

+

4

ABILITY

EGO



× 8

MULTIPLIER

+

7

ABILITY

LOGIC



× 6

MULTIPLIER

+

2

ABILITY

CAPTAIN UNIVERSE

Art by Dustin Weaver & Justin Ponsor



BIOGRAPHY

Other Names: The Enigma Force, the Uni-Power
Eyes: Blue, glowing **Hair:** None
Gender: None, but presents as gender of its host
Size: Varies, usually average
Distinguishing Features: Often manifests as a blue and white costume
Origin: Cosmic Being
Associates: Beyonders, Knull
Base: Mobile

RANK



HISTORY

The Beyonders created the Enigma Force as an all-encompassing God of Light to check the power of the King in Black, Knull. For countless eons, the Enigma Force and its army of warriors fought Knull's symbiotes to a stalemate. Then one day, the Force tried to break the balance by imbuing all its power in a single champion, a hero capable of defeating Knull for good.

Pulling itself together into a single entity damaged the Enigma Force's mind, and for many years, it wandered the universe without a clear purpose, bonding with champion after champion, passing from one to another on instinct. It took on the name of Captain Universe and granted powers to everyone from the Silver Surfer to Spider-Man (Peter Parker).

Then Knull invaded Earth, and in the midst of the invasion, Captain Universe finally found its one true champion: Venom (Eddie Brock). With the Enigma Force's help, Brock dethroned Knull and took his place as the King in Black.

Afterward, the Enigma Force left to search for a new purpose. Eventually, it returned to the world of super heroes, where it temporarily bonded with a washed-up baseball player named Elijah Jackson to become Captain Beyond. This profile, however, represents Captain Universe in its pure, unbonded form.

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance

NARRATIVE ATTRIBUTES

POWERS

- ◆ Eat Energy
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Living Energy
- ◆ Manifestation
- ◆ Matter Manipulation

LIMITATIONS

- ◆ Home Universe
- ◆ Limited Omnipotence (can use any powers from the Basic, Elemental Control and Healing sets, plus any power sets that its host already uses)

STANDARD BEHAVIOR

Though the Enigma Force can manifest without a host, it doesn't have much of a will of its own beyond an instinctive desire to fight darkness and evil. Its perception of the world is blindingly, cosmically broad, so it relies on hosts to direct it to where it can be the most helpful. However, if a host refuses to help the Force fight evil—or so much as takes an extended break from fighting evil—it abandons them for someone more unrelentingly righteous.

Though the Enigma Force cannot be truly killed, a powerful show of strength or an airtight argument could push it to abandon its current host. If a host lacks the competence to prevent themselves from taking more than 5 times their normal Health maximum in a single round, the Enigma Force immediately abandons them to seek out another host.

Alternatively, with three consecutive successful Ego vs. TN 18 action checks, a character could convince the Enigma Force to abandon its current host. These checks cannot be made for free—for every check, the character in question must provide a piece of real, solid evidence that the Force would be better off somewhere else. Any failure instantly ends the argument and draws the Force's ire.

If all three checks succeed, the Enigma Force breaks from its host. The arguing character can then attempt a single Ego vs. TN 20 action check to convince the Force of their own value as a host. If that succeeds, the character becomes the new Captain Universe. Otherwise, the Enigma Force sets out into the cosmos to find a new host, a process that can take up to d616 weeks.

The Enigma Force never bonds with someone who has the Villainous tag.

CHARLIE-27

Art by Rafa Sandoval & Edgar Delgado



RANK

4

KARMA

4

HEALTH

180

DAMAGE
REDUCTION

-2

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+2E

ABILITIES

ABILITY
SCORE

6

MELEE

DEFENSE
SCORE

15

NON-COMBAT
CHECKS

+7

3

AGILITY

12

+4

6

RESILIENCE

16

+6

2

VIGILANCE

12

+2

3

EGO

13

+3

0

LOGIC

10

+0

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Big (Reach 2)
- ♦ Combat Expert
- ♦ **Connections:** Military
- ♦ **Connections:** Super Heroes
- ♦ Extra Occupation
- ♦ Fearless
- ♦ Piloting
- ♦ **Signature Attack:** Ram
- ♦ Situational Awareness
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Public Identity

BIOGRAPHY

Real Name: Charlie-27

Height: 6'

Weight: 555 lbs.

Eyes: Blue

Hair: Brown

Gender: Male

Size: Big

Distinguishing Features: Unnaturally wide frame and features

Occupation: Adventurer, Military

Origin: Weird Science

Teams: Guardians of the Galaxy (Earth-691)

Base: Mobile

HISTORY

In the possible future of Earth-691, humanity spread throughout the solar system and beyond. Along the way, the first human settlers on Jupiter were forced to undergo severe genetic re-engineering to survive the planet's strong gravity and harsh atmosphere. In time, these genetically modified humans became known as Jovians.

When the villainous Badoon Empire attacked the solar system, they pushed not only the Jovians but all of humanity to the brink of extinction. Only a single Jovian—a military captain away on a scouting mission in deep space—managed to escape the clutches of the cold-blooded invaders.

Along with a few refugees from other planets, this Jovian—the proud and courageous Charlie-27—formed an anti-Badoon resistance force called the Guardians of the Galaxy.

These Guardians got along so well that even after they defeated the Badoon, they decided to stick together. Since then, Charlie-27 and his friends have become vital protectors of not just their own galaxy but galaxies across the Multiverse. In particular, their adventures have brought them into frequent contact with the Earth-616 versions of the Guardians of the Galaxy and the Avengers.

PLAYING AS

Charlie-27 is more aggressive and assertive than all the rest of the Guardians put together. Though he has some capacity for subtler tactical thinking, he rarely employs it. He enjoys the thrill of throwing himself into a chaotic battle without any preparations.

Unless the circumstances would make such a move either impossible or obviously suicidal, the moment a fight starts, Charlie-27 charges headlong into his opponents and tries to knock them flat with his massive frame. This ram reaction is his favorite move, and he employs it as much as he can.

POWERS

BASIC

- ♦ Accuracy 1
- ♦ Inspiration
- ♦ Mighty 1
- ♦ Sturdy 2

MARTIAL ARTS

- ♦ Grappling Technique

RANGED WEAPONS

- ♦ Double Tap
- ♦ Snap Shooting
- ♦ Stopping Power
- ♦ Weapons Blazing

SUPER-STRENGTH

- ♦ Banging Heads
- ♦ Clobber
- ♦ Crushing Grip
- ♦ Immovable
- ♦ Quick Toss
- ♦ Smash

CORSAIR

Art by John Bolton



RANK

2

KARMA

2

HEALTH

60

DAMAGE
REDUCTION

—

FOCUS

60

DAMAGE
REDUCTION

—

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+1E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
2 RESILIENCE	12	+2
1 VIGILANCE	11	+1
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ **Connections:** Military (U.S. Air Force)
- ♦ **Connections:** Super Heroes
- ♦ Determination
- ♦ Extra Occupation
- ♦ Fearless
- ♦ Piloting
- ♦ Situational Awareness

TAGS

- ♦ Black Market Access
- ♦ **Headquarters:** Starjammer
- ♦ Heroic
- ♦ Public Identity
- ♦ **Signature Weapon:** Laser Pistol (Range: 10; Agility Damage Multiplier: +1; blinds target for 1 round on a Fantastic success)
- ♦ **Signature Weapon:** Sword (Range: Reach; Melee Damage Multiplier: +2)

BIOGRAPHY

Real Name: Christopher Summers

Height: 6'3" **Weight:** 175 lbs.

Eyes: Brown **Hair:** Brown

Gender: Male **Size:** Average

Distinguishing Features: None

Occupation: Adventurer, Military

Origin: Special Training

Teams: Starjammers

Base: Mobile, aboard the *Starjammer*

HISTORY

As a former Air Force major, Christopher Summers spent much of his spare time flying his wife, Katherine, and his sons, Scott and Alex, on vacations across the globe. During one of these trips, an alien Shi'ar scout ship blasted a wing off the family's plane. Scott and Alex escaped via parachute, but the attackers took Christopher and Katherine captive.

The Shi'ar Emperor sentenced the couple to a brutal life in captivity. Katherine did not survive long, but with the help of a few other prisoners, Christopher eventually found a way to steal a spaceship and escape. Rechristening themselves the Starjammers, Christopher and his allies waged a guerrilla war against the Shi'ar Empire.

Only years later did fate see fit to reunite Christopher with his long-lost sons. In his absence, Scott and Alex had become super heroes in their own right, acting, respectively, as Cyclops and Havok of the X-Men.

Though he remains committed to his intergalactic fight for justice, Christopher has spent much of the last decade in cosmic proximity to Earth, reconnecting with his sons.

PLAYING AS

Corsair is a generally nice guy, if a bit out of touch. He dresses like a combination of a pirate and a biker, complete with horseshoe mustache and red bandana. Like his sons, he is torn between his desire for a normal life and his calling as a hero.

With no super-powers of his own, Corsair has to rely on quick reflexes and tactical thinking to survive.

DAMAGE

	MELEE	AGILITY	EGO	LOGIC
	x 2 + 2	x 2 + 3	x 2 + 1	x 2 + 1
	MULTIPLIER	MULTIPLIER	MULTIPLIER	MULTIPLIER
	ABILITY	ABILITY	ABILITY	ABILITY

POWERS

BASIC

- ♦ Inspiration
- ♦ Slow-Motion Dodge

MARTIAL ARTS

- ♦ Attack Stance

MELEE WEAPONS (SHARP)

- ♦ Fast Attacks
- ♦ Riposte
- ♦ Whirling Frenzy

RANGED WEAPONS

- ♦ Double Tap
- ♦ Point-Blank Parry

COSMO

Art by Greg Land, Jay Leisten & Frank D'Armata



RANK

5

KARMA

5

HEALTH

60

DAMAGE
REDUCTION

—

FOCUS

240

DAMAGE
REDUCTION

-1

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+7

ABILITIES

ABILITY
SCORE

3

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+3

5

AGILITY

16

+5

2

RESILIENCE

12

+2

7

VIGILANCE

17

+7

2

EGO

12

+2

6

LOGIC

16

+8

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Fearless
- ♦ Fresh Eyes
- ♦ Presence
- ♦ Small
- ♦ Tech Reliance
- ♦ Weird

TAGS

- ♦ Authority
- ♦ Extreme Appearance
- ♦ Headquarters: Knowhere
- ♦ Heroic
- ♦ Mute (speaks in barks but can communicate psychically)
- ♦ Obligation: Knowhere
- ♦ Powerful
- ♦ Public Identity

BIOGRAPHY

Real Name: Cosmo

Height: 1'11" at withers

Weight: 70 lbs.

Eyes: Brown

Hair: Brown

Gender: Male

Size: Small

Distinguishing Features: Dog in a spacesuit

Occupation: Leader

Origin: Weird Science

Teams: Guardians of the Galaxy, Knowhere Corps

Base: Knowhere

HISTORY

Cosmo claims that decades ago, he was an ordinary lab animal in the Soviet Union's space program. Then, during a test flight through Earth's orbit, a freak anomaly sent him flying off into parts unknown.

As he drifted through outer space, cosmic rays bombarded Cosmo's body, lengthening his lifespan and granting him incredible psychic powers. Eventually, he crash-landed on Knowhere, a space station on the edge of all reality, built inside the decapitated head of a dead Celestial.

Cosmo slowly worked his way up Knowhere's ranks until he became the head of security—just in time for zombies to overrun the station and kill nearly everyone on board. In the aftermath of that disaster, the fledgling Guardians of the Galaxy moved aboard Knowhere and turned the station into their home base. Cosmo graciously coached the team through many of their early adventures, and though the Guardians eventually left Knowhere behind, they still see Cosmo as an honorary member of their group.

PLAYING AS

Although Cosmo communicates psychically, he somehow maintains a thick Russian accent. He refers to himself in the third person, and he calls his friends his "comrades."

Cosmo is a powerful psychic, but at the end of the day, he's only one dog. It takes all his time and effort just to keep Knowhere safe. When forces outside the station threaten its existence, Cosmo appreciates the help of super-powered allies like the Guardians, the Luminals and even the Annihilators.

POWERS

BASIC

- ♦ Brilliance 2
- ♦ Environmental Protection
- ♦ Heightened Senses 1
- ♦ Inspiration
- ♦ Uncanny 1

TELEKINESIS

- ♦ Telekinetic Attack
- ♦ Telekinetic Barrier
- ♦ Telekinetic Grab
- ♦ Telekinetic Manipulation
- ♦ Telekinetic Protection 2 (20 points to shatter)

TELEPATHY

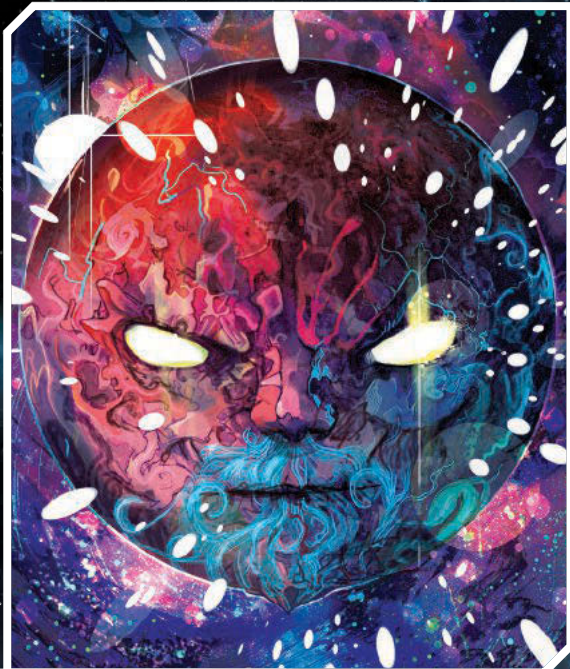
- ♦ Animal Communication (canines)
- ♦ Cloak
- ♦ Cloak Group
- ♦ Command
- ♦ ESP
- ♦ Memory Blip
- ♦ Mind Reading
- ♦ Mirage
- ♦ Telepathic Blast
- ♦ Telepathic Link
- ♦ Telepathic Network

DAMAGE

MELEE	x 5	+	3
	dMarvel	MULTIPLIER	ABILITY
AGILITY	x 5	+	5
	dMarvel	MULTIPLIER	ABILITY
EGO	x 5	+	2
	dMarvel	MULTIPLIER	ABILITY
LOGIC	x 7	+	6
	dMarvel	MULTIPLIER	ABILITY

EGO THE LIVING PLANET

Art by Christian Ward



BIOGRAPHY

Other Names: Egros

Eyes: None, but can manifest eyelike growths

Hair: None

Gender: Male

Size: Planetary

Distinguishing Features: Massive biodiverse planetoid

Origin: Primordial Being

Associates: Elders of the Universe

Base: Mobile

RANK



HISTORY

Many years after he ascended to eternal cosmic power, the enigmatic Elder of the Universe known as the Stranger returned to his solar system of origin to destroy it. He set the local sun to go nova and left, assuming his work finished.

Of course, the people living in the system weren't about to lie down and die. The leading scientist of one world—a humble man named Egros—launched Project Worldcore: a last-ditch attempt to save his people by sealing them away within an underground facility near the center of the planet.

He would have succeeded had the nova not exploded a minute ahead of schedule. The explosion atomized Egros, but he refused to die. Somehow, he fused the minds of his people into the planet itself, creating a world-spanning hive mind called Ego.

Driven by a combination of guilt and anger, the reborn Egros wandered the universe aimlessly, lashing out at any sentient life. On behalf of a group of alien colonizers, Thor (Odinson) battled Ego to a standstill, and for a time, Ego's rampages subsided. However, they eventually came back with a vengeance, and in recent years, Ego has attacked both Asgard and Earth many times.

STANDARD BEHAVIOR

Ego could conceivably destroy entire planets by smashing into them at high speed, but doing so would put him in great danger. As such, he prefers to let the hostile fauna that grow across his surface fight his battles for him. He has a general distaste for people and tends to attack them on sight, but he has been known to negotiate with other Rank X characters, like the other Elders of the Universe.

Ego has two great weaknesses. The first is his propulsion unit, the massive rocket complex he uses to push himself around the cosmos. Ego has imperfect control over the unit, and clever groups of heroes have managed to sabotage it, leaving the planet temporarily stranded in deep space. A character within the facility can attempt three Logic vs. TN 16 action checks to rewire the place to their advantage.

The second weakness is, for lack of a better word, his humanity. Ego still feels compelled to grow himself not just a face but also internal organs. As such, he has a physical brain deep underground, which can be damaged and even psychically manipulated by heroes tough enough to brave the journey into the planet's depths. Dealing more than 200 points of Health or Focus damage (ignoring Damage Reduction) to Ego's brain can temporarily stun his mind, rendering him functionally unconscious for d616 months.

Both Ego's propulsion unit and his brain are surrounded by dozens of Rank 3 henchmen (use the Ego Antibody profile on page 254), so reaching these weak points is an ordeal in itself.

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Elders of the Universe
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance

NARRATIVE ATTRIBUTES

POWERS

- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind (except within his core)

LIMITATIONS

- ◆ Limited Omnipotence (All of Ego's powers, including his narrative powers, function only on his own surface)
- ◆ Planetary Sized

ENIGMA

Art by Luciano Vecchio & David Curriel



TRAITS & TAGS

TRAITS

- ◆ Eidetic Memory
- ◆ Font of Information
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Weird

TAGS

- ◆ A.I. (partially)
- ◆ Allspeak
- ◆ Extreme Appearance
- ◆ Villainous

NARRATIVE ATTRIBUTES

POWERS

- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Manifestation
- ◆ Multiversal
- ◆ Timeless

LIMITATIONS

- ◆ Limited Timelines

BIOGRAPHY

Other Names: Nathaniel Essex, the Crown Above All Things

Eyes: N/A, formerly blue

Hair: None, formerly black

Gender: N/A, formerly male

Size: N/A

Distinguishing Features: Often presents as a four-armed supreme being

Origin: Dominion

Associates: Mister Sinister, Doctor Stasis, Mother Righteous and Orbis Stellaris

Base: Outside time and space

HISTORY

When ten or more world-sized hive minds combine, they form a Dominion, an unstoppable superintelligence that exists forever outside time and space.

In the Victorian era, a scientist named Nathaniel Essex became obsessed with the idea of a Dominion and sought to deliberately bring one about. Aided by the future Dominion he was apparently destined to become, Essex created four clones of himself: Mister Sinister, Doctor Stasis, Mother Righteous and Orbis Stellaris. These clones were all supremely ambitious and uniquely talented, and Essex set them loose on the world, knowing that—given enough time—they would each find a way to create their own Dominion.

It took several attempts and multiple alternate timelines, but eventually, every clone succeeded. However, none of them got to enjoy the fruits of their labors, as the original Essex installed fail-safes within each of them that siphoned the powers of their Dominion into an artificial intelligence based on himself.

These four Dominions combined to form a super Dominion called Enigma. Still unsatisfied, Enigma then sought to take control of the entire Multiverse, only to be trapped in a time loop by the Phoenix Force, one of the only beings in reality capable of operating on its level.

RANK



STANDARD BEHAVIOR

Much like the Beyonders, Dominions are unkillable, immortal beings that exist outside our normal concepts of time and space, and they interact with the physical world only indirectly. They can manipulate individual people and timelines, and they can even help bring about their own creation. However, they can't set foot within the Multiverse without making themselves vulnerable.

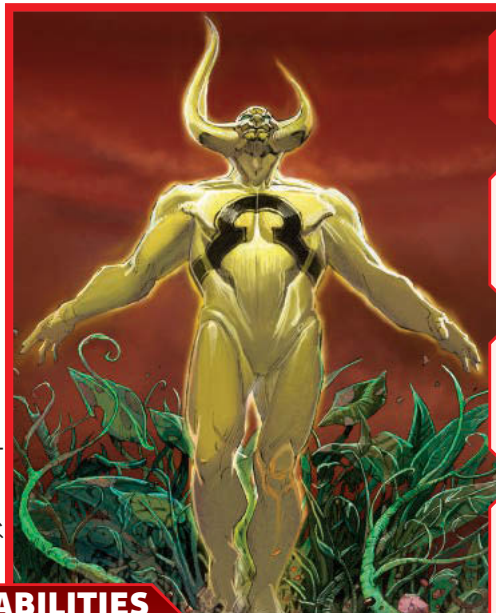
Enigma is the most ambitious, paranoid, intelligent and dangerous of the known Dominions, so much so that the Beyonders themselves set out to destroy the entire Seventh Cosmos in a failed attempt to prevent its creation. If it has set its sights on you, it is already too late. It went back in time and hired an unstoppable assassin to kill you across every timeline, leaving you infinitely dead ten minutes before you even thought about doing something to interfere with the least of its countless plans. Only truly powerful entities like the Phoenix Force can hope to stand a chance against Enigma.

Enigma's only real weakness is that it can attempt only one assassination within a timeline at a time. If a target manages to survive one of its assassination attempts, Enigma cannot go back and stack a second into that timeframe. It has to either travel into the past and attack some other version of the target or wait 616 days and try again in the target's future.

Enigma typically hires assassins that are only one rank more powerful than its target, which means its attacks can be survived. The target's chances of survival increase greatly if they are somehow warned in advance, perhaps by another time-traveler.

EX NIHILO

Art by Jerome Opeña & Dean White



RANK

4

KARMA

4

HEALTH

120

DAMAGE
REDUCTION

-2

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 6

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

6

MELEE

DEFENSE
SCORE

15

NON-COMBAT
CHECKS

+9

1

AGILITY

10

+1

4

RESILIENCE

14

+4

3

VIGILANCE

13

+3

4

EGO

14

+4

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ♦ Big (Reach 2)
- ♦ **Connections:** Super Heroes
- ♦ Fearless
- ♦ Font of Information
- ♦ Fresh Eyes
- ♦ Presence
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Public Identity

BIOGRAPHY

Real Name: Ex Nihilo

Height: 7'3"

Weight: 400 lbs.

Eyes: Green

Hair: None

Gender: Male

Size: Big

Distinguishing Features: Bright yellow skin and horns

Occupation: Adventurer

Origin: Weird Science

Teams: Avengers

Base: Mobile

HISTORY

The Beyonders hate having to interact with the physical universe, and they long ago developed a system of workers to handle things for them within the corporeal realms. Their primary tool was an alien race known as the Builders, who they sent out to seed worlds with life.

The Builders, in turn, created their own helpers, the Alephs. An Aleph would be sent to a planet to destroy any unwanted life and then release two seeds, which would form into a Gardener and an Abyss. The Gardener (also known as one of the Ex Nihilii) spawned new life on that world, and the Abyss judged its worthiness.

The Builders eventually abandoned this program, recalling the remaining Ex Nihilii and Alephs, and exterminating the Abyss. However, one Aleph who was never recalled arrived in the solar system and released an Ex Nihilo and an Abyss on Mars in the final days of the Seventh Cosmos.

The aliens initially clashed with Earth's Avengers, but out of respect for Captain Universe, Ex Nihilo and Abyss switched sides and ultimately joined the team in fighting to protect the planet from the Builders.

PLAYING AS

Ex Nihilo is charming, willful and as full of life as any of his own creations. He adores life in all its forms, and he is unendingly fascinated by the perpetual struggle to survive.

Ex Nihilo could take Captain America in a fistfight, but he relies on his brute strength only as a last resort. He prefers to use his control over plant life to entrap and ensnare his enemies, keeping them alive for later study.

DAMAGE

MELEE



x 7

MULTIPLIER

+

6

ABILITY

AGILITY



x 4

MULTIPLIER

+

1

ABILITY

EGO



x 4

MULTIPLIER

+

4

ABILITY

LOGIC



x 4

MULTIPLIER

+

2

ABILITY

POWERS

BASIC

- ♦ Environmental Protection
- ♦ Mighty 3
- ♦ Sturdy 2

ELEMENTAL CONTROL (PLANT)

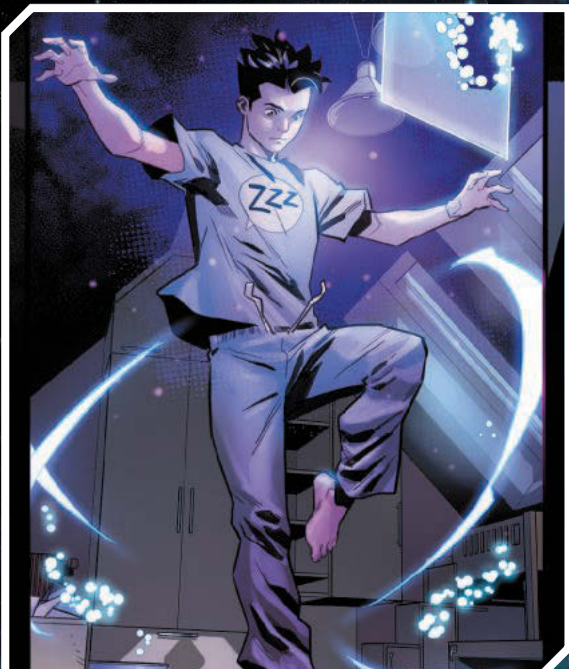
- ♦ Elemental Barrier
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Grab
- ♦ Elemental Prison
- ♦ Elemental Protection 2 (20 points to shatter)

SUPER-STRENGTH

- ♦ Clobber
- ♦ Crushing Grip
- ♦ Ground-Shaking Stomp
- ♦ Immovable
- ♦ Smash

FRANKLIN RICHARDS

Art by Carlos Gómez & Jesus Aburtov



BIOGRAPHY

Other Names: Franklin Benjamin Richards, Powerhouse, Psi-Lord
Eyes: Blue **Hair:** Black, originally blond
Gender: Male **Size:** Average
Distinguishing Features: None
Origin: Mutant
Associates: Fantastic Four
Base: Fantastic Farmhouse

RANK



HISTORY

As the first child of Mister Fantastic and the Invisible Woman, Franklin Richards was never going to be a normal kid, but his parents could not have anticipated just how abnormal he would be. As an above-Omega-level mutant, Franklin numbers among the most powerful entities in all existence. With a single thought, he can build and destroy entire universes.

Initially, Franklin had poor control over his powers. His parents had to work hard to keep him from inadvertently destroying all existence with a temper tantrum. Thankfully, as he got older, the boy gradually learned to control himself.

Following the death of the Seventh Cosmos, Franklin spent several years traveling the timestream with his family, using his powers to rebuild the Multiverse. Exhausted by the experience, he brainwashed himself into believing that he had never been a true mutant and that his strange cosmic powers had now run out.

In truth, Franklin quietly limited himself to using his powers only one night a year. He spends the rest of his days as an ordinary teenager—at least, as ordinary as he can be, given his origins. Some legends hold that Franklin is destined to succeed Galactus as the Devourer of Worlds in the Ninth Cosmos, but for now, he's just a sweet-hearted youth.

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Super Heroes
- ◆ Fearless
- ◆ Fresh Eyes
- ◆ Inventor
- ◆ Quick Learner

TAGS

- ◆ Heroic
- ◆ Hounded (not currently)
- ◆ **Mentor (4):** The Fantastic Four
- ◆ **Obligation:** School
- ◆ Public Identity
- ◆ X-Gene (secret)

NARRATIVE ATTRIBUTES

POWERS

- ◆ Imbue Life
- ◆ Immortality
- ◆ Matter Manipulation
- ◆ Reality Manipulation

LIMITATIONS

- ◆ Self-Regulated

STANDARD BEHAVIOR

Franklin's number one priority is protecting his family. He spends the one night a year that he has his powers looking through the events of the subsequent year, subtly tweaking reality to protect his loved ones from any truly unbeatable upcoming dangers. However, not all of these tweaks work as intended, and in some cases, they may not work at all.

Throughout the rest of the year, Franklin seemingly maintains the stats of an average civilian (as detailed in the *Core Rulebook*), albeit with the additional traits and tags listed in this profile. He still has unlimited Health and Focus, but for the purposes of performing regular tasks in and out of combat, he has ability scores of 0 and defense scores of 10.

Though Franklin's self-imposed mental blocks prevent him from using his narrative powers in most situations, if he or any of his family members were severely injured, those mental barriers could easily shatter. Whenever Franklin sees an attacker kill (or seemingly kill) a member of his family, the attacker must then make one free Focus attack against Franklin. The attack automatically hits and deals the attacker's regular Focus damage. Dealing more than 120 points of Focus damage to Franklin in this manner within an hour renders him shattered and removes his Self-Regulated limitation.

As soon as this happens, Franklin uses his Reality Manipulation ability to save his entire family, as well as any other endangered parties involved in the conflict. However, these manipulations often have unintended side effects, and in practice, "saving" a person may mean anything from whisking them away into an alternate universe to turning them into an armored hippopotamus.

GALACTUS

Art by Adi Granov



TRAITS & TAGS

TRAITS

- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ **Unusual Size:** Gigantic
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance

NARRATIVE ATTRIBUTES

POWERS

- ◆ Create Herald
- ◆ Disintegration Fields
- ◆ Eat Energy
- ◆ FTL Travel
- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Living Energy
- ◆ Manifestation
- ◆ Matter Manipulation
- ◆ Universal Teleportation

LIMITATIONS

- ◆ Cosmic Hunger

ITEMS

- ◆ Elemental Converter
- ◆ Galactus' Armor
- ◆ *Taa II*
- ◆ Ultimate Nullifier

BIOGRAPHY

Other Names: Galan, Devourer of Worlds

Eyes: Yellow **Hair:** None

Gender: Male **Size:** Gigantic

Distinguishing Features: Square pupils

Origin: Cosmic Being

Associates: Silver Surfer

Base: *Taa II*

HISTORY

The end of the Sixth Cosmos was coming, but the greatest adventurer-explorers of the age—the scienceers of Taa—refused to acknowledge it. Only one scienceer, Galan, had the courage to stand against the establishment and mount an expedition into the coming storm.

Galan and three of his closest companions plunged bravely into the singularity at the end of the universe, and though Galan's friends perished, he survived by merging with the sentience of the universe itself. He was reborn into the Seventh Cosmos, where he spent countless eons gestating within a strange biotechnical device before emerging as Galactus, the Devourer of Worlds.

For many more eons, Galactus roamed the universe, devouring world after world, virtually uncontested. Then he met defeat at the hands of Earth's Fantastic Four, and in the years since, he's seen more conflict than in all the millennia prior. He's been annihilated, reconstructed, depowered, repowered and everything in between. The Ultimates of Earth-616 even managed to reverse his hunger, briefly turning him into Galactus the Lifebringer, creator of worlds. However, given time, he always seems to revert to his devouring form.

The energies inside Galactus are integral to the very fabric of the universe. They cannot be destroyed, and Galactus is compelled to forever continue feeding them, much as he might prefer otherwise.

STANDARD BEHAVIOR

Upon arriving at a planet, Galactus summons his Elemental Converter from his massive starship—the *Taa II*—and sets down on the surface, often near a concentration of life energy, like a major city. Then he primes the planet for devouring. He can eat worlds without the Converter, but he prefers not to. Before feeding, he spends several hours behind his Disintegration Field, tinkering with the machine. Once the process has finished, he absorbs the planet's life energies in one giant gulp, reboards his ship and moves on to the next place.

Galactus' Disintegration Field could instantly destroy anyone who approaches it, but the World-Eater considers that a wasteful use of energy. Instead, anyone who directly touches the field loses half their current Health (ignoring Damage Reduction) and is instantly flung backward 6 spaces.

To avoid wasting too much energy, Galactus will also deploy a helper—usually his herald, but Galactus can also call upon combat robots called Punishers to handle crowd control.

The Disintegration Field cannot be destroyed, but a sufficiently large attack or series of attacks (totaling 300 points or more of Health damage) may penetrate the field enough to draw the World-Eater's attention. Similarly, dealing 250 or more points of damage to the Elemental Converter can slow the conversion process by dMarvel hours and draw Galactus' immediate ire.

Once a character has his attention, they can attempt to convince him to spare their planet. To do so, the character must succeed on an Ego vs. TN 20 action check and offer Galactus a substantial gift. The World-Eater's only desire is to be free of his hunger, so the gift must aid him in that quest. If Galactus is currently bereft of a herald, the character may offer to either become the herald or find a suitable candidate. Similarly, the character may offer to find a different planet for Galactus—or another energy source on the level of a planet. Galactus is patient, so if the gift isn't ready, he may give the characters dMarvel days to put it together.

The World-Eater's only weakness is his perception. His awareness of the universe is so vast that he has trouble distinguishing living beings from one another. This is why he uses a herald to search for planets—and why Earth people have outmaneuvered him. To identify an individual, Galactus must spend an action focusing on that person. Once finished, he never has trouble distinguishing that individual.

RANK



GLADIATOR

Art by Brian Haberlin



RANK

6

KARMA

—

HEALTH

210

DAMAGE
REDUCTION

-3

FOCUS

150

DAMAGE
REDUCTION

-1

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE
MODIFIER

+4E

ABILITIES

ABILITY
SCOREDEFENSE
SCORENON-COMBAT
CHECKS

8

MELEE

18

+11

7

AGILITY

17

+9

7

RESILIENCE

17

+7

4

VIGILANCE

14

+4

2

EGO

12

+4

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military
- ♦ Extraordinary Origin
- ♦ Fearless
- ♦ Iron Will
- ♦ Situational Awareness
- ♦ **Weakness:** Magic
- ♦ Weird

TAGS

- ♦ Alien Heritage
- ♦ Extreme Appearance
- ♦ **Obligation:** Shi'ar Royal Family
- ♦ Public Identity

BIOGRAPHY

Real Name: Kallark**Height:** 6'6"**Weight:** 595 lbs.**Eyes:** Blue**Hair:** Blue**Gender:** Male**Size:** Average**Distinguishing Features:** Purple skin, pointed ears**Occupation:** Military**Origin:** Alien, Weird Science**Teams:** Annihilators, Shi'ar Imperial Guard**Base:** Chandilar**HISTORY**

Fearing that the powerful Strontia warriors would one day overthrow his empire, Shi'ar Majestor T'Korr appeared before Strontia's newest group of elite military cadets and announced he would grant them access to the Gladiator Process—an experimental treatment that would render them effectively invulnerable—if they killed their planet's leaders.

Many cadets couldn't stomach such betrayal, and most of those who accepted T'Korr's offer were cut down by the Strontian government's defenders. Only one cadet—an unassuming young fighter named Kallark—managed to survive and destroy the Strontian Council.

After accepting the treatment and becoming Gladiator, Kallark worked his way up the ranks of the Shi'ar military, eventually earning the title of Praetor of the Imperial Guard.

Kallark is, perhaps, the Shi'ar's greatest military asset. He can single-handedly turn the tide of galactic-level conflicts.

Recently, a conspiracy masterminded by the Inhuman Royal Family destroyed the Galactic Council and threw the Shi'ar government into chaos. The rank-and-file members of the Imperial Guard seized the reins of power, deposing the Majestrix and exiling Gladiator. However, Kallark remains committed to restoring the Majestrix to power.

PLAYING AS

Kallark's loyalty to the Shi'ar is more important to him than any questions of morality. He knows if he ever lost his confidence in the Empire, his abilities would wane as well. Blind obedience doesn't just keep him in power—it keeps him alive. Regardless of what he may personally think, he always follows any order the head of his government gives him. He is a stern man of few words and generally dislikes discussing his work.

POWERS

BASIC

- ♦ Accuracy 2
- ♦ Discipline 2
- ♦ Environmental Protection
- ♦ Flight 2
- ♦ Heightened Senses 2
- ♦ Mighty 3
- ♦ Sturdy 3
- ♦ Uncanny 1

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Barrage
- ♦ Elemental Blast
- ♦ Elemental Burst

POWER CONTROL

- ♦ Power Slider (Confidence)

SUPER-SPEED

- ♦ Blazing-Fast Fists
- ♦ Lightning Actions

SUPER-STRENGTH

- ♦ Clobber
- ♦ Crushing Grip
- ♦ Immovable
- ♦ Smash

GOD EMPEROR DOOM

Art by Alex Ross



BIOGRAPHY

Other Names: Victor Von Doom

Eyes: Brown

Hair: None, formerly brown

Gender: Male

Size: Average

Distinguishing Features: Heavily scarred face and severed nose, hidden by suit of armor

Origin: Magic: Sorcery

Associates: Barons of Battleworld, Future Foundation, Thor Corps

Base: Doomstadt, Battleworld

HISTORY

During the last Secret Wars, Doom stole the power of the Beyonders and allied himself with the Molecule Man to salvage the last vestiges of the Seventh Cosmos for a composite planet called Battleworld. This supercharged Doom reigned over the planet with an iron fist, his vengeful moods moderated only by his wife (the Invisible Woman), their two children (Franklin and Valeria Von Doom) and his sheriff (Doctor Strange).

As the God Emperor of Battleworld, Doom largely allowed his people to operate as they pleased, delegating most of the daily work of governance to his appointed barons and his police force, the Thor Corps.

Eventually, Mister Fantastic arrived on Battleworld, bested Doom and brought about the birth of the Eighth Cosmos. This profile, however, represents Doom during the years he spent as the God Emperor of Battleworld, with the powers of a cosmic being at his command.

RANK



TRAITS & TAGS

TRAITS

- ◆ Combat Expert
- ◆ Font of Information
- ◆ Inventor
- ◆ Iron Will
- ◆ Piloting
- ◆ Presence

TAGS

- ◆ Authority
- ◆ Extreme Appearance
- ◆ Lab Access
- ◆ **Linguist:** English, German, Hungarian, Latverian, Romani
- ◆ Powerful
- ◆ Public Identity
- ◆ Sorcerous
- ◆ Supernatural

NARRATIVE ATTRIBUTES

POWERS

- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Matter Manipulation
- ◆ Universal Teleportation

LIMITATIONS

- ◆ Limited Omnipotence (cannot use Sixth Sense or Telepathy powers)

ITEMS

- ◆ Doctor Doom's Time Platform (functions poorly on Battleworld)

STANDARD BEHAVIOR

Doom's defining feature—and greatest weakness—is his ego. He wants to believe that he is the best at everything he does, and he is deeply angered by any evidence to the contrary. As such, Doom is particularly weak to insults. A successful use of the Wisecracker power or other verbal taunts (Ego vs. TN 18 action check) can force him to shut out all other concerns in favor of attacking his taunter.

Doom could destroy his enemies with a wave of his hand, but in combat, he prefers to limit himself to the Rank 5 powers and stats he had before he became God Emperor (see the *Core Rulebook*, page 160). He likes to make a spectacle of his defeated foes rather than wiping them away with a thought.

If he takes 200 or more points of either Focus or Health damage, Doom feels forced to draw upon his Rank X powers—at which point, he instantly ends the fight and captures his attackers for later study and interrogation, sometimes remanding them temporarily into the custody of one of his barons.

If someone reached the Molecule Man while Doom's attention was focused elsewhere, they might have a shot at convincing the Molecule Man to drop his support for Doom. Then the God Emperor would become mortal again and truly revert to his normal Rank 5 form. However, it would take a seriously strong argument, combined with multiple Challenging Ego checks, to convince the Molecule Man to give up on Doom.

GRANDMASTER



BIOGRAPHY

Other Names: En Dwi Gast
Eyes: Red **Hair:** White
Gender: Male **Size:** Average
Distinguishing Features: Blue skin
Origin: Primordial Being
Associates: Elders of the Universe
Base: Grandmaster's Cosmic Game Room

RANK



HISTORY

Though En Dwi Gast was not the first Grandmaster, he earned the title early in the life span of the universe by defeating the original in a board-game tournament. On that day, Gast dedicated the entirety of his immortal life to becoming the greatest gamer in the known cosmos. He quickly mastered every traditional form of video and board game and then turned his sights toward more complicated, self-invented challenges.

At the dawn of the modern era, the Grandmaster challenged Kang the Conqueror to a gladiatorial competition by proxy. They each selected a team of super-powered combatants and forced those teams to battle it out for supremacy. For his champions, the Grandmaster created the Squadron Sinister, an evil version of Earth-712's Squadron Supreme. Kang, on the other hand, selected his own greatest opponents: Earth-616's Avengers.

Though the match ultimately ended in a draw, it was close enough for the Grandmaster to take a keen interest in the Avengers, and in the years since, the team and their associates have become some of his favorite playing pieces. His daughter, Voyager, took a similar interest in the team and even insinuated herself into the Avengers for a while. The two of them have used Earth's mightiest heroes in everything from simple combat tournaments to galaxy-spanning games of political intrigue.

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Elders of the Universe
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance
- ◆ Public Identity
- ◆ Villainous

NARRATIVE ATTRIBUTES

POWERS

- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Universal Teleportation

LIMITATIONS

- ◆ Limited Omnipotence (cannot access Magic power sets)

STANDARD BEHAVIOR

The Grandmaster considers direct physical combat an activity for lesser beings, and he refuses to engage in it, given the choice. If attacked, he either teleports the aggressor far away or kills them outright.

On the other hand, the Grandmaster readily accepts any challenge involving high-minded tactics and game theory. With a successful Ego vs. TN 12 action check, anyone can request a game with him.

There are some caveats. The contest must be basically fair—neither side can have an obvious advantage over the other. The game must also have clear win/lose states. You couldn't, for instance, challenge the Grandmaster to play the *Marvel Multiverse Role-Playing Game*, because the game doesn't have obvious conditions for winning, though he might be open to hosting a more clearly defined combat contest using the game's rules.

Furthermore, the game must involve a wager with some degree of stakes. The Grandmaster is confident enough in his own abilities that he stands ready to put just about anything—even his own powers—on the line for a good game. However, he always requests an equivalent buy-in from his opponents, and for anything more than a simple boon, he often requires them to wager their own lives.

The Grandmaster does not cheat, but he happily uses any and every possible exploit in the rules to his advantage. He fights dirty, he fights hard and he almost never loses a competition outright.

JO-VENN

Art by Humberto Ramos, Victor Olazaba, JP Mayer & Edgar Delgado



RANK
2

KARMA
2

HEALTH
60

DAMAGE
REDUCTION
—

FOCUS
60

DAMAGE
REDUCTION
—

SPEED
Run: 4
Climb: 2
Swim: 2
Jump: 2

INITIATIVE
MODIFIER
+2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	14	+4
1 AGILITY	12	+1
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
2 EGO	12	+2
0 LOGIC	10	+0

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ Enhanced Physique
- ♦ Extraordinary Origin
- ♦ Fresh Eyes
- ♦ Quick Learner
- ♦ Small
- ♦ Weird

TAGS

- ♦ Alien Heritage
- ♦ Extreme Appearance
- ♦ **Headquarters:** Baxter Building
- ♦ **Headquarters:** Fantastic Farmhouse
- ♦ Heroic
- ♦ **Mentor (4):** The Fantastic Four
- ♦ **Obligation:** School
- ♦ Public Identity
- ♦ Young

BIOGRAPHY

Real Name: Jo-Venn "Jo" Masters-Grimm
Height: 4'1" **Weight:** 90 lbs.
Eyes: Blue **Hair:** Black
Gender: Male **Size:** Small
Distinguishing Features: Blue skin
Occupation: Student
Origin: Alien: Kree, Weird Science
Teams: Fantastic Four
Base: Fantastic Farmhouse, Arizona

HISTORY

Soon after the Thing married his longtime girlfriend, Alicia Masters, the pair accompanied the rest of the Fantastic Four on an excursion to Kree/Skrull space. While visiting a space coliseum, they encountered two child warriors: a Kree boy named Jo-Venn and a Skrull girl named N'Kalla.

Imbued from birth with the histories of their respective cultures, the children had been raised to serve as hateful emblems of their xenophobic societies. But despite the pressure put on them to despise each other, they just couldn't manage it. In fact, years of training together had made them into best friends. They no longer wished to fight, but they had no other choice.

When the Fantastic Four came along and gave them an out, the kids leaped at the opportunity. Together, they defeated the coliseum's ringleaders and escaped to Earth, where the Thing and Masters adopted both kids.

Since then, the pair have become beloved and important members of the Fantastic Family, as inseparable from the main team as Franklin and Valeria Richards.

PLAYING AS

Jo-Venn is loud, brash and easily excited. Like so many little kids, he seems at times to contain a bottomless fountain of joyous energy. He is, at all times, unabashedly himself.

He has no mind for strategy or subterfuge, but thankfully, on the now-rare occasion he has to fight, he can count on his family to help him make the big decisions.

POWERS

BASIC

- ♦ Mighty 1

MARTIAL ARTS

- ♦ Attack Stance
- ♦ Chain Strikes
- ♦ Fast Strikes

MELEE WEAPONS (SHARP)

- ♦ Fast Attacks
- ♦ Hit & Run

DAMAGE

	MELEE	AGILITY	EGO	LOGIC
MULTIPLIER	3	2	2	2
ABILITY	3	1	2	0

KING IN BLACK

Art by Ryan Stegman, JP Mayer & Frank Martin



BIOGRAPHY

Other Names: Knull

Eyes: Red

Hair: White

Gender: Male

Size: Big

Distinguishing Features: Tall humanoid with gaunt, skeletal visage, as well as sharp claws and elongated teeth and tongue

Origin: Cosmic Being, Symbiote: Knull

Associates: Symbiote hive

Base: Mobile

HISTORY

Born from the primordial abyss at the beginning of time, Knull is the lord of all darkness and the original King in Black. Untold eons ago, he created the symbiotes to spread the gospel of annihilation across the cosmos, to devour and consume existence until nothing but void remained.

For a time, no one could contest Knull's forces. Then, a few thousand years ago, a couple of symbiotes visited Earth and encountered Thor Odinson. Thor's defeat of these creatures stunned Knull, allowing the rest of the symbiotes to rise up and imprison their creator within Klyntar, a planet made entirely of symbiotes.

Eventually, Knull broke free of Klyntar and launched a full-scale invasion of Earth. Thankfully, with the help of the Enigma Force, a symbiote named Venom (with Eddie Brock as its host) managed to kill Knull and Brock usurped his place as the King in Black.

Brock eventually lost the throne, and soon after that, Knull returned. The Asgardian Queen of the Dead, Hela, captured the reborn Knull and began draining his powers. Though Knull recently escaped her custody, the Asgardian remains in hot pursuit, and soon, there may be a Queen in Black upon the dark throne.

RANK



TRAITS & TAGS

TRAITS

- ◆ **Anathema:** Lightning/Anti-Venom
- ◆ Berserker
- ◆ Big (Reach 2)
- ◆ Bloodthirsty
- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Hive Mind (leader of the symbiote hive)
- ◆ Loner
- ◆ Presence
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Backup (symbiote hive)
- ◆ Extreme Appearance
- ◆ Powerful
- ◆ Public Identity
- ◆ Villainous

NARRATIVE ATTRIBUTES

POWERS

- ◆ FTL Travel
- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Manifestation

LIMITATIONS

- ◆ Limited Omnipotence (cannot use powers that produce electricity, fire or light)

STANDARD BEHAVIOR

Knull hates literally everything. He hates existence itself. He wants to return the entire cosmos to pure nothingness, and he resents every living thing in the universe simply for being there.

The only creatures he doesn't attempt to kill immediately on sight are his symbiotes. If a character encounters Knull while bonded to a symbiote, he may hesitate to kill the character—if only so that he can try to harvest their power first.

Knull's sole weakness is that he can be in only one place at a time. That's why he employs the symbiote hive mind. It allows him to monitor multiple locations at once and manifest through his minions when a major threat arises.

Knull is nearly invulnerable, and even if an attacker did manage to dissipate one of his symbiotic forms with something like a nuclear missile, he would immediately re-form through the next nearest symbiote. Attacking him via conventional means is always useless.

Only a Rank X character has any hope of dealing real damage to Knull. As a being of pure light, the Enigma Force—also known as Captain Universe—has dedicated its life to destroying Knull. If a character can avoid Knull's attention long enough to summon the Enigma Force and bond with it, they might have a decent shot at actually defeating him. Otherwise, their best option is to run.

KORVAC

Art by Marcus To & Rachelle Rosenberg



TRAITS & TAGS

TRAITS

- ◆ **Connections:** Cosmic Beings
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage (via Galactus)
- ◆ Allspeak
- ◆ Extreme Appearance (in original form)
- ◆ Public Identity

NARRATIVE ATTRIBUTES

POWERS

- ◆ FTL Travel
- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Living Energy
- ◆ Manifestation
- ◆ Matter Manipulation

BIOGRAPHY

Other Names: Michael Korvac

Eyes: Varies, originally blue

Hair: Varies, originally blond

Gender: Male

Size: Varies, usually average

Distinguishing Features: None, formerly had a roving cybernetic platform in place of legs

Origin: Cosmic Being

Associates: None

Base: Earth-813

HISTORY

Korvac comes from Earth-691, the same alternate timeline that spawned the original Guardians of the Galaxy. Unlike the Guardians, he chose to cooperate with the Badoon rather than fight.

The invaders treated him like dirt anyway. As punishment for slacking on the job, they replaced his legs with a mobile cybernetic platform.

Ironically, the power absorbers built into this platform allowed Korvac to escape and, eventually, become more formidable than the entire Badoon Empire put together. Using powers siphoned from the Grandmaster and Galactus, Korvac turned himself into a living god. Then he settled down on Earth-616, far from the sight of any other cosmic entities, and began making subtle changes to the fabric of reality, paving the way for the creation of a better universe, one ruled by him.

Sensing something amiss, the Collector sent his daughter, Carina, to investigate. She seduced Korvac and even came to genuinely care for him, but their relationship fell apart when he uncovered her true identity and nearly destroyed her father.

Shortly thereafter, the Avengers and the Guardians uncovered Korvac's plot and destroyed both him and Carina. The pair later came back to life, but Carina no longer cared for Korvac.

Since then, Korvac has spent most of his time wondering where it all went wrong. Recently, he smashed dozens of timelines together into his own personal Battleworld, searching for some sort of ideal timeline to hold on to. On the advice of Earth-616's Hank Pym, he instead decided to dedicate himself to the improvement of ruined worlds, leading to the creation of the Days of Future Past variant timeline, Earth-813.

RANK



STANDARD BEHAVIOR

The trauma Korvac suffered under the Badoon made him bitter and selfish and snuffed out any respect he ever had for the opinions of others. He genuinely wants to improve the universe, but he's only just begun understanding how to do that without actively controlling people.

As one of the youngest cosmic beings in existence, Korvac lacks the power and wisdom of his peers. A strong argument combined with a successful Challenging Ego check may convince him to stop and reconsider any evil activities he may be involved in, but it can take a great effort to get him to listen to such words.

This argument must be backed up with real, lived experiences. Korvac is an excellent mind reader, and he can examine and even relive the memories of his opponents to verify the validity of their arguments. If a hero wants to convince Korvac to respect the agency of others, they'd better have lived a life reflecting that practice.

MAJOR VICTORY

Art by Paul Pelletier, Rick Magyar & Nathan Fairbairn



RANK

4

KARMA

4

HEALTH

60

DAMAGE
REDUCTION

-3

FOCUS

120

DAMAGE
REDUCTION

—

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE

MODIFIER

+4

ABILITIES

ABILITY
SCORE

3

MELEE

DEFENSE
SCORE

13

NON-COMBAT
CHECKS

+3

4

AGILITY

14

+5

2

RESILIENCE

12

+2

4

VIGILANCE

14

+4

3

EGO

13

+3

4

LOGIC

14

+5

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Outsiders
- ♦ **Connections:** Super Heroes
- ♦ Extra Occupation
- ♦ Extraordinary Origin
- ♦ Fearless
- ♦ Fresh Eyes
- ♦ Piloting
- ♦ Stranger
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ Heroic
- ♦ Hounded
- ♦ Public Identity
- ♦ X-Gene

POWERS

BASIC

- ♦ Accuracy 1
- ♦ Brilliance 1
- ♦ **Iconic Item:** Captain America's Shield
- ♦ Inspiration
- ♦ Sturdy 1

SHIELD BEARER

- ♦ Hurled Shield Bash
- ♦ Hurled Shield Block
- ♦ Hurled Shield Deflection
- ♦ Rico-Shield
- ♦ Shield 2 (Shield 3 with Iconic Item)

- ♦ Shield Bash
- ♦ Shield Deflection

TACTICS

- ♦ Battle Plan

TELEKINESIS

- ♦ Telekinetic Attack
- ♦ Telekinetic Grab
- ♦ Telekinetic Manipulation

BIOGRAPHY

Real Name: Vance Astro**Height:** 6'1"**Weight:** 235 lbs., 250 lbs. in suit**Eyes:** Hazel**Hair:** Black**Gender:** Male**Size:** Average**Distinguishing Features:** Body permanently bonded to a purple spacesuit covered by blue-and-white armor**Occupation:** Adventurer, Outsider**Origin:** Mutant, Weird Science**Teams:** Guardians of the Galaxy (Earth-691)**Base:** Mobile within the Earth-691 universe

HISTORY

Long ago, on Earth-691, human astronaut Vance Astro spent a thousand years in cryosleep traveling to Centauri-IV. He arrived to find that humanity had discovered faster-than-light technology and beat him there.

Soon after Astro's revival, a violent alien empire called the Badoon invaded Centauri-IV and all but destroyed the planet. To survive, Astro joined forces with native Centauri warrior Yondu Udonta and a couple of other adventurers to form a Badoon resistance force known as the Guardians of the Galaxy.

After upgrading his suit and recovering his reality's version of Captain America's shield, Astro took on the codename of Major Victory and gradually became the leader of the Guardians. Under his leadership, the team got along so well that, after they defeated the Badoon, they decided to stick together for good.

Since then, Astro and his friends have become vital protectors of not just their own galaxy but of galaxies across the Multiverse.

PLAYING AS

As a man out of time, Astro is often befuddled by the alien cultures and threats that he encounters. However, despite his general state of confusion, he always manages to keep a level head.

Like his idol Captain America, Astro can hold his own in a fight, but his greatest strengths lie in his tactical mind and his ability to act as a shield for his allies.

ICONIC ITEM

CAPTAIN AMERICA'S
SHIELD**ORIGIN:** Weird Science

POWERS:

- ♦ Reduced Focus
- ♦ Shield 1
- ♦ Stackable
- ♦ **Weapon:** Range: Reach/10, Melee/Agility Damage Multiplier: +1

RESTRICTIONS:

- ♦ Carried
- ♦ Flashy
- ♦ **Requires:** Shield 1 power

POWER VALUE: 1

THE MAKER

Art by Derrick Chew



RANK
5

KARMA
—

HEALTH
120

DAMAGE
REDUCTION
-2

FOCUS
150

DAMAGE
REDUCTION
-1

SPEED

Run: 6 (12 w/ Stilt Steps)
Climb: 3 (6 w/ Stilt Steps)
Swim: 3 (6 w/ Stilt Steps)
Jump: 3 (6 w/ Stilt Steps)
Glide: 12

INITIATIVE
MODIFIER
+5

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
5 AGILITY	15	+5
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
1 EGO	11	+1
7 LOGIC	17	+11

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Super Villains
- ♦ Extra Occupation
- ♦ Fearless
- ♦ Font of Information
- ♦ Gearhead
- ♦ Inventor
- ♦ Leverage
- ♦ Scientific Expertise
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ **Headquarters:** The City
- ♦ Lab Access
- ♦ Public Identity
- ♦ Villainous

BIOGRAPHY

Real Name: Reed Richards

Height: Varies, normally 6'1"

Weight: 170 lbs.

Eyes: Blue

Hair: Brown

Gender: Male

Size: Average

Distinguishing Features: Minor facial scars

Occupation: Adventurer, Scientist

Origin: Weird Science

Teams: Fantastic Four

Base: The City, Earth-6160

HISTORY

Though the Reed Richards of Earth-1610 had a darker and more isolated upbringing than his Earth-616 counterpart, he was on track to follow the same path through life. He became the leader of the Fantastic Four after a teleportation experiment gone wrong granted him and three of his closest friends super-powers, and together, they fought to protect the planet from all kinds of bizarre dangers.

Then Magneto devastated New York City with a massive tidal wave. Rather than try to process this trauma with his teammates, Richards drew inward, becoming obsessed with the idea of creating a perfect world. Eventually, he decided that, to perfect the world, he had to take it over. He faked his death by blowing up his own house—killing his parents and siblings—and after experimenting on himself to expand his powers and intellect, he began plotting worldwide conquest from the shadows as the enigmatic Maker.

Having survived the end of the Seventh Cosmos and the birth of the Eighth, Richards set his sights on Earth-616 for a while instead. Frustrated with failure there, he traveled decades into the past and prevented the rise of super heroes, creating an alternate timeline (Earth-6160) that he and his super-villain cronies could rule uncontested—for a while, at least.

PLAYING AS

The Maker speaks softly and calmly at all times. He likes to claim that his experiments are for the greater good of humanity, but in truth, he stopped caring about humanity a long time ago. Every life he ruins, every reality he burns to the ground, is just another point of data in his endless quest to "perfect" existence.

DAMAGE

	MULTIPLIER	+	ABILITY
MELEE	5	+	3
AGILITY	5	+	5
EGO	5	+	1
LOGIC	9	+	7

POWERS

BASIC

- ♦ Brilliance 4
- ♦ Combat Trickery
- ♦ Inspiration
- ♦ Uncanny 1

PLASTICITY

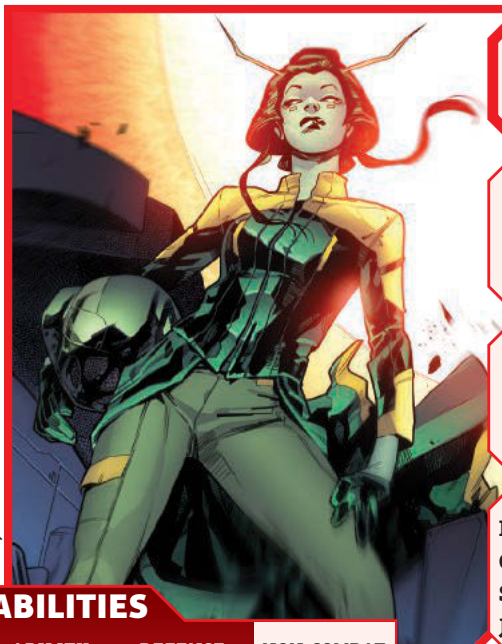
- ♦ Body Sheet
- ♦ Bounce Back
- ♦ Coiling Crush
- ♦ Extended Reach 2
- ♦ Flexible Bones 2
- ♦ Flexible Fingers
- ♦ Reverse Punch
- ♦ Rubberneck
- ♦ Slip Free
- ♦ Stilt Steps

TACTICS

- ♦ Battle Plan
- ♦ Change of Plans
- ♦ Combat Support
- ♦ Focus Fire

MANTIS

Art by Valerio Schitti & Marte Gracia



RANK

5

KARMA

5

HEALTH

90

DAMAGE
REDUCTION

—

FOCUS

180

DAMAGE
REDUCTION

-1

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+6E

ABILITIES

ABILITY
SCORE

2

MELEE

DEFENSE
SCORE

12

NON-COMBAT
CHECKS

+2

3

AGILITY

13

+3

3

RESILIENCE

13

+3

6

VIGILANCE

16

+6

7

EGO

17

+8

4

LOGIC

14

+4

TRAITS & TAGS

TRAITS

- ◆ Combat Reflexes
- ◆ **Connections:** Super Heroes
- ◆ Fearless
- ◆ Fresh Eyes
- ◆ Glibness
- ◆ Iron Will
- ◆ Situational Awareness
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Heroic
- ◆ Public Identity

BIOGRAPHY

Real Name: Unknown**Height:** 5'6" **Weight:** 115 lbs.**Eyes:** Green **Hair:** Black**Gender:** Female **Size:** Average**Distinguishing Features:** Green skin, antennae**Occupation:** Adventurer**Origin:** Weird Science**Teams:** Avengers, Guardians of the Galaxy**Base:** Mobile

HISTORY

Long ago, the Kree hunted treelike aliens called the Cotati to the edge of extinction. Only a handful survived, smuggled to safety by Kree pacifists who settled in the jungles of Vietnam and formed the Priests of Pama. The cult was dedicated to reviving Cotati civilization by mating the last surviving Cotati leader with a perfect human woman—a Celestial Madonna—to create a Celestial Messiah. They took in wayward girls, secretly grooming them for the role of Celestial Madonna.

Mantis was one of these girls, and once she was grown, the priests sent her into the world to understand human society. She fell in love with a debonair mercenary called the Swordsman, and together, they joined the Avengers.

After the Swordsman fell in battle, the Cotati leader possessed his body and revealed to Mantis the true purpose behind her upbringing. Seduced by the Swordsman's visage, she agreed to become the Celestial Madonna and gave birth to a son named Sequoia.

The Cotati forcibly took custody of the boy, leaving Mantis alone again. She later found a new family in the Guardians of the Galaxy. Meanwhile, the Cotati poisoned Sequoia's mind, turning him into a violent conqueror, eventually forcing Mantis and her allies to stop him.

PLAYING AS

Due to her upbringing, Mantis was standoffish and referred to herself exclusively in the third person. However, over time as her empathic powers grew, she became more friendly and personable.

Though Mantis is a skilled hand-to-hand combatant, she prefers psychically persuading her opponents into standing down without a fight.

POWERS

BASIC

- ◆ Discipline 1
- ◆ Uncanny 1

ELEMENTAL CONTROL
(PLANT)

- ◆ Elemental Burst
- ◆ Elemental Grab

ELEMENTAL CONTROL
(FIRE)

- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst

MARTIAL ARTS

- ◆ Do This All Day
- ◆ Fast Strikes
- ◆ Flying Double Kick
- ◆ Leg Sweep

SIXTH SENSE

- ◆ Intuition
- ◆ Precognition 1

TELEPATHY

- ◆ Astral Form
- ◆ Cloak
- ◆ Cloak Group
- ◆ Sense Emotion
- ◆ Sway Emotion
- ◆ Telepathic Link
- ◆ Telepathic Network

DAMAGE

MELEE



x 5

MULTIPLIER

+

2

ABILITY

AGILITY



x 5

MULTIPLIER

+

3

ABILITY

EGO



x 6

MULTIPLIER

+

7

ABILITY

LOGIC



x 5

MULTIPLIER

+

4

ABILITY

MARTINEX

Art by Jim Valentino, Steve Montano & Evelyn Stein



RANK
4

KARMA
4

HEALTH
90

DAMAGE
REDUCTION
-1

FOCUS
120

DAMAGE
REDUCTION
—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER
+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+4
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
3 EGO	13	+3
6 LOGIC	16	+7

TRAITS & TAGS

TRAITS

- ◆ Connections: Super Heroes
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Gearhead
- ◆ Inventor
- ◆ Loner
- ◆ Piloting
- ◆ Scientific Expertise
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Heroic
- ◆ Lab Access
- ◆ Public Identity

BIOGRAPHY

Real Name: Martinex T'Naga

Height: 6'1" **Weight:** 455 lbs.

Eyes: Black **Hair:** None

Gender: Male **Size:** Average

Distinguishing Features: Body made of a rocky blue crystal resembling ice

Occupation: Adventurer, Scientist

Origin: Weird Science

Teams: Galactic Guardians, Guardians of the Galaxy (Earth-691)

Base: Mobile

HISTORY

In the possible future of Earth-691, humanity spread throughout the solar system and beyond. Though most of these interstellar human settlers had to undergo some level of genetic engineering to survive on other planets, Pluto's colonists required more modification than most.

To live on a planet with no water, no heat and no sustenance, the Pluvians shed their flesh entirely and became organisms of crystal. These new silicon-based humans were born with the ability to survive all temperatures and manipulate heat at will.

The Pluvians lived in peace, until the Badoon Empire attacked the solar system and pushed all of humanity to the brink of extinction. The few Pluvians who managed to escape the invaders fled to parts unknown. Only a single man—a scientist and guerrilla warrior named Martinex—stuck with Pluto until the bitter end.

Together with a few refugees from other planets, Martinex formed an anti-Badoon resistance force called the Guardians of the Galaxy. After pushing the Badoon out of human territory, the Guardians expanded their mission to include the protection of innocents all across the Multiverse.

PLAYING AS

Though a life on the run has made Martinex irritable and slow to trust, he is still an ingenious tactician, a strong leader, a loyal friend and a true champion of the oppressed. In battle, he prioritizes the protection of bystanders over all other concerns. He makes heavy use of ice barriers to both protect his allies and entrap his enemies.

DAMAGE

MELEE	AGILITY	EGO	LOGIC
MARVEL x 4 + 1 dMarvel MULTIPLIER ABILITY	MARVEL x 5 + 3 dMarvel MULTIPLIER ABILITY	MARVEL x 4 + 3 dMarvel MULTIPLIER ABILITY	MARVEL x 5 + 6 dMarvel MULTIPLIER ABILITY

POWERS

BASIC

- ◆ Accuracy 1
- ◆ Brilliance 1
- ◆ Environmental Protection
- ◆ Inspiration
- ◆ Sturdy 1

ELEMENTAL CONTROL (FIRE)

- ◆ Elemental Barrage
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Grab

ELEMENTAL CONTROL (ICE)

- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Grab
- ◆ Elemental Protection 2 (20 points to shatter)
- ◆ Elemental Sphere

TACTICS

- ◆ Battle Plan

MOLECULE MAN

Art by Valerio Schiti, Frank Martin & David Curjel



TRAITS & TAGS

TRAITS

- ♦ Gullible
- ♦ Honest
- ♦ Loner
- ♦ Scientific Expertise
- ♦ Weird

TAGS

- ♦ Extreme Appearance (in true form)
- ♦ Public Identity

NARRATIVE ATTRIBUTES

POWERS

- ♦ Imbue Life
- ♦ Immortality
- ♦ Invulnerable Mind
- ♦ Matter Manipulation
- ♦ Reality Manipulation
- ♦ Universal Teleportation

LIMITATIONS

- ♦ Self-Regulated

BIOGRAPHY

Other Names: Owen Reece

Eyes: Blue

Hair: Brown

Gender: Male

Size: Average

Distinguishing Features: Numerous lightning-bolt-shaped scars across face

Origin: Weird Science

Associates: Beyonders, God Emperor Doom

Base: Microverse

HISTORY

To prevent the rise of the Enigma Dominion, the Beyonders decided to end the Multiverse. They popped a small hole between their own dimension and the wider cosmos and bestowed a portion of their power on a single identical person in every universe. These Molecule Men were secretly living time bombs, destined to explode at a pre-appointed time, taking their universes with them.

The Molecule Man of Earth-616, Owen Reece, was originally an underpaid and overworked lab technician at a nuclear plant. After gaining his power in what, at the time, seemed to be an industrial accident, he attacked the people of New York, taking out his personal frustrations on the city. With help from the Watcher, the Fantastic Four managed to contain Reece for a while, but no cage can hold the Molecule Man for long.

Eventually, Tigra of the Avengers convinced Reece to give up his evil ways and go into therapy. Not long after that, during the first Secret Wars, he met the love of his life—a fiery rookie villain named Volcana. For a short time, the pair settled down and lived quiet, normal, happy lives, and though circumstances ultimately pulled them apart—and even back into some villainy—they never again acted as horribly as they once had.

During the last Secret Wars, the Molecule Man worked—first with Doctor Doom and then, later, with Mister Fantastic—to foil the Beyonders' plans for omniversal destruction and bring about the birth of the Eighth Cosmos. Afterward, Reece was nearly destroyed by another cosmic entity called the Griever, but he survived by transforming into a single molecule in the Microverse, where he remains today. This profile represents the Molecule Man before that transformation.

RANK



STANDARD BEHAVIOR

In his early days, mental blocks prevented the Molecule Man from accessing the full extent of his powers. He could only modify the molecular properties of nonliving things and only while focusing on them with a wand.

However, as time went on, both limitations fell away. The modern Molecule Man can remake entire planets with a wave of his hand. Thankfully, he's also a laid-back guy who doesn't like to interfere in the lives of others. Nowadays, he rarely uses his powers at all, and when he does, it's usually for a heroic reason. He's not a proactive hero—he doesn't go out looking for people to save—but if something threatens the planet or even existence itself, he steps in to stop it, if only to preserve his own life or the lives of his loved ones, like Volcana.

If a character has a world-threatening problem and they can find the Molecule Man, they may attempt an Ego vs. TN 16 action check to convince Reece to aid them. If the check fails—or if the threat is less than Earth-shattering—the Molecule Man rejects the call on the grounds that the Avengers or some other super-team can handle it.

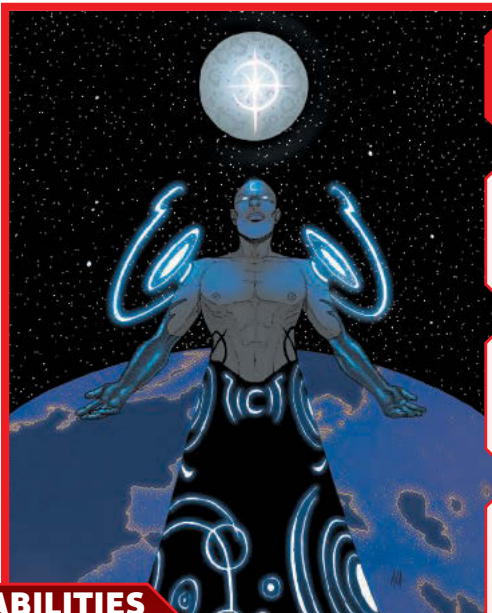
Though the Molecule Man can effortlessly restore, repair and modify existing objects, he lacks the confidence and the scientific knowledge to create complex devices or living beings out of whole cloth. He needs the guidance of a visionary like Mister Fantastic or Doctor Doom to conjure anything more complicated than a toaster.

Additionally, though the Molecule Man is immortal, he is not invulnerable. In his daily life, he almost never uses his Cosmic Awareness, and a character could sneak up on him with an Agility vs. TN 14 action check. Once the attacker gets the drop on him, hitting the Molecule Man with more than 20 points of Health damage in a single blow renders him unconscious for dMarvel hours, during which time he can be killed like any average civilian, with another 20 points of Health damage.

The Molecule Man always subconsciously protects himself from true death by transferring his consciousness into some other dimension or state of matter. However, it takes him dMarvel months to find his way back to normal reality and rebuild his body, and in the interim, his attackers should have plenty of time to carry out their plans without his interference.

NIGHTMASK

Art by André Lima Araújo & Jordie Bellaire



RANK
4

KARMA
4

HEALTH
90

DAMAGE
REDUCTION
—

FOCUS
120

DAMAGE
REDUCTION
—

SPEED
Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER
+4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+3
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
4 EGO	14	+4
5 LOGIC	15	+7

TRAITS & TAGS

TRAITS

- ◆ Beguiling
- ◆ Combat Reflexes
- ◆ **Connections:** Super Heroes
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Quick Learner
- ◆ Scientific Expertise
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Heroic
- ◆ **Mentor:** Starbrand (Kevin Connor)
- ◆ **Obligation:** School
- ◆ Secret Identity (known to allies)

POWERS

BASIC

- ◆ Brilliance 2
- ◆ Inspiration

ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Blast
- ◆ Elemental Burst

TELEPATHY

- ◆ Machine Telepathy

TELEPORTATION

- ◆ Blink
- ◆ Blink Barrage
- ◆ Blink Defense
- ◆ Teleport 2
- ◆ Teleport Blind
- ◆ Teleport Object
- ◆ Teleport Other
- ◆ Teleport Together
- ◆ Teleportal
- ◆ Telespot

BIOGRAPHY

Real Name: None, often uses the alias Adam Blackveil
Height: 6' **Weight:** 179 lbs.
Eyes: White, formerly brown
Hair: None
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Adventurer, Student
Origin: Weird Science
Teams: Avengers
Base: Empire State University

HISTORY

Ex Nihilo, a life-giving agent of the alien Builders, became fascinated with humanity and decided to create his own human. This new person was further enhanced by the super-power-triggering White Event on Earth-616 in the last days of the Seventh Cosmos and became known as Nightmask. Alongside Ex Nihilo and the Avengers, Nightmask fought to protect Earth from the Builders and their creators, the Beyonders.

Following the birth of the Eighth Cosmos, Nightmask left the Avengers to try living as a normal human. He enrolled in Empire State University alongside his White Event counterpart, the Starbrand (Kevin Connor). Starbrand died in battle shortly thereafter, but Nightmask carried on. Since then, he's found new allies in his boyfriend, Trey West, and his girlfriend, Krysta Brown.

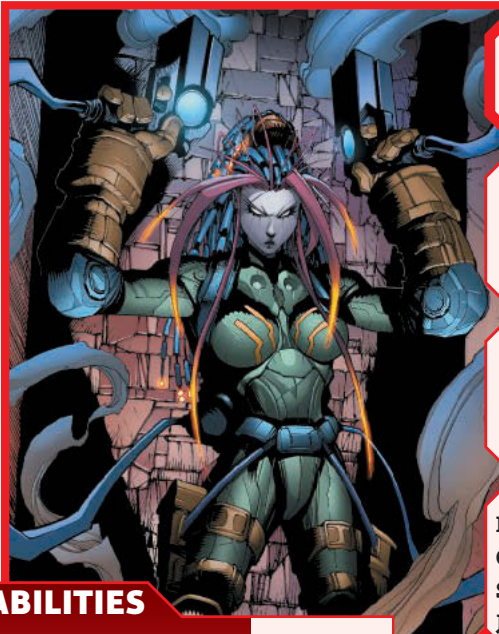
PLAYING AS

Equal parts perceptive, practical and personable, Nightmask is a strong contender for the coolest guy on E.S.U. campus. Even Spider-Man (Miles Morales) looks up to him.

What Nightmask lacks in offensive capabilities, he makes up for in maneuverability. His teleports allow him to get the drop on all but the most perceptive of opponents.

NIKKI

Art by Gerardo Sandoval & Edgar Delgado



RANK

4

KARMA

4

HEALTH

90

DAMAGE
REDUCTION

—

FOCUS

120

DAMAGE
REDUCTION

—

SPEED

Run: 6

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+4

ABILITIES

ABILITY
SCORE

2

MELEE

DEFENSE
SCORE

15

NON-COMBAT
CHECKS

+2

5

AGILITY

15

+8

3

RESILIENCE

13

+3

4

VIGILANCE

14

+4

4

EGO

14

+4

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Super Heroes
- ♦ Fearless
- ♦ Free Running
- ♦ Glibness
- ♦ Quick Learner
- ♦ Weird

TAGS

- ♦ Black Market Access
- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Public Identity
- ♦ **Signature Weapon:** Pistols (Range: 10; Agility Damage Multiplier: +1)

BIOGRAPHY

Real Name: Nicholette Gold**Height:** 5'8"**Weight:** 130 lbs.**Eyes:** White**Hair:** Blue with purple streaks, flames on while using powers**Gender:** Female **Size:** Average**Distinguishing Features:** Light blue-gray skin**Occupation:** Adventurer**Origin:** Weird Science**Teams:** Guardians of the Galaxy (Earth-691)**Base:** Mobile

HISTORY

In the possible future of Earth-691, humanity spread throughout the solar system and beyond. These interstellar human settlers had to undergo significant genetic engineering to live on other planets, and those on Mercury became capable of enduring and generating large degrees of heat.

Then the villainous Badoon Empire attacked the solar system and pushed all of humanity to the brink of extinction. Only a single girl—a precocious 11-year-old named Nicholette Gold—managed to escape the slaughter on Mercury by sneaking away on her parents' spaceship.

Gold spent the next several years alone, aimlessly wandering the cosmos, living off salvaged scraps from vacant vessels and watching old memory tapes to teach herself the skills she needed to survive. Eventually, an anti-Badoon resistance force called the Guardians of the Galaxy stumbled upon her ship. As refugees themselves, the Guardians saw a kindred spirit in Gold and invited her into their ranks.

Together, the team pushed the Badoon out of human territory. They then went on to become vital protectors of not just their own galaxy but galaxies across the Multiverse, including Earth-616.

PLAYING AS

Nikki's flame powers have garnered her a reputation as hotheaded, and though there is some truth in that description, she's far from the most aggressive member of the Guardians. She is just as curious and perceptive as she is hostile, always eager to see new sights and meet new people.

Effortlessly acrobatic, Nikki uses her high Agility and her Slow-Motion Shoot-Dodge power to rain a hail of fire blasts and bullets upon her enemies while simultaneously avoiding return fire.

POWERS

BASIC

- ♦ Accuracy 3
- ♦ Evasion
- ♦ Inspiration
- ♦ Slow-Motion Dodge

ELEMENTAL CONTROL
(FIRE)

- ♦ Elemental Barrage
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Grab
- ♦ Elemental Infusion

RANGED WEAPONS

- ♦ Double Tap
- ♦ Fast Hands
- ♦ Point-Blank Parry
- ♦ Slow-Motion Shoot-Dodge
- ♦ Snap Shooting
- ♦ Suppressive Fire
- ♦ Weapons Blazing

DAMAGE

MELEE	 × 4	+	2
AGILITY	 × 7	+	5
EGO	 × 4	+	4
LOGIC	 × 4	+	2

N'KALLA

Art by Steven Cummings & Jesus Aburtov



RANK 2	KARMA 2
HEALTH 60	DAMAGE REDUCTION -1
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 4 Climb: 2 Swim: 2 Jump: 2	INITIATIVE MODIFIER +2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	13	+2
0 AGILITY	11	+0
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
2 EGO	12	+2
2 LOGIC	12	+2

TRAITS & TAGS

TRAITS

- ♦ Extraordinary Origin
- ♦ Quick Learner
- ♦ Small
- ♦ Surprising Power (Shape-Shift)
- ♦ Weird

TAGS

- ♦ Alien Heritage
- ♦ Extreme Appearance (in true form)
- ♦ **Headquarters:** Baxter Building
- ♦ **Headquarters:** Fantastic Farmhouse
- ♦ Heroic
- ♦ **Mentor (4):** The Fantastic Four
- ♦ **Obligation:** School
- ♦ Public Identity
- ♦ Young

BIOGRAPHY

Real Name: N'Kalla "Nicki" Masters-Grimm
Height: 4'6" **Weight:** 70 lbs.
Eyes: Green **Hair:** Green
Gender: Female **Size:** Small
Distinguishing Features: Green-skinned alien with shape-shifting powers
Occupation: Student
Origin: Alien: Skrull, Weird Science
Teams: Fantastic Four
Base: Fantastic Farmhouse, Arizona

HISTORY

Soon after the Thing married his longtime girlfriend, Alicia Masters, the pair accompanied the rest of the Fantastic Four on an excursion to Kree/Skrull space. While visiting a space coliseum, they encountered two child warriors: a Kree boy named Jo-Venn and a Skrull girl named N'Kalla.

Imbued from birth with the histories of their respective cultures, the children had been raised to serve as hateful emblems of their xenophobic societies. But despite the pressure put on them to despise each other, they just couldn't manage it. In fact, years of training together had made them into best friends. They no longer wished to fight, but they had no other choice.

When the Fantastic Four came along and gave them an out, the kids leaped at the opportunity. Together, they defeated the coliseum's ringleaders and escaped to Earth, where the Thing and Masters adopted both kids.

Since then, the pair have become beloved and important members of the Fantastic Family, as inseparable from the main team as Franklin and Valeria Richards.

PLAYING AS

N'Kalla's greatest fear is that humans will never trust her because of her shape-shifting powers. She is an intelligent and observant girl, and she can tell that her powers make some people nervous. Nevertheless, she's committed to proving herself as a hero through her actions.

Outside of an active mission, N'Kalla rarely abandons her default Skrull form. In battle, however, her impression of the Thing is enough to scare off many foes outright.

DAMAGE

MELEE	AGILITY	EGO	LOGIC
MARVEL x 2 dMarvel MULTIPLIER	MARVEL x 2 dMarvel MULTIPLIER	MARVEL x 2 dMarvel MULTIPLIER	MARVEL x 2 dMarvel MULTIPLIER
+	+	+	+
2 ABILITY	0 ABILITY	2 ABILITY	2 ABILITY

POWERS

BASIC

- ♦ Disguise
- ♦ Shape-Shift

MARTIAL ARTS

- ♦ Attack Stance
- ♦ Counterstrike Technique

PLASTICITY

- ♦ Extended Reach 1
- ♦ Flexible Bones 1
- ♦ Slip Free

NOVA (RICHARD RIDER)

Art by Chris Campana, Roberto Poggi & Ceci de la Cruz



RANK

6

KARMA

6

HEALTH

150

DAMAGE REDUCTION

-4

FOCUS

150

DAMAGE REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE MODIFIER

+4E

ABILITIES

ABILITY SCORE

6

MELEE

DEFENSE SCORE

16

NON-COMBAT CHECKS

+9

7

AGILITY

17

+9

5

RESILIENCE

15

+5

4

VIGILANCE

14

+4

8

EGO

18

+12

2

LOGIC

18

+2

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ **Connections:** Super Heroes
- ♦ Determination
- ♦ Enduring Constitution
- ♦ Fearless
- ♦ Investigation
- ♦ Presence
- ♦ Situational Awareness
- ♦ Weird

TAGS

- ♦ A.I. (Xandarian Worldmind)
- ♦ Black Market Access
- ♦ Heroic
- ♦ **Obligation:** Xandarian Worldmind
- ♦ Poor
- ♦ Public Identity

POWERS

BASIC

- ♦ **Iconic Item:** Nova Helmet: Centurion (Richard Rider)
- ♦ Inspiration
- ♦ Wisdom
- ♦ Wisecracker

BIOGRAPHY

Real Name: Richard "Rich" Rider**Height:** 6'1" **Weight:** 190 lbs.**Eyes:** Brown **Hair:** Brown**Gender:** Male **Size:** Average**Distinguishing Features:** None**Occupation:** Adventurer**Origin:** Weird Science**Teams:** Guardians of the Galaxy, Nova Corps**Base:** Mobile, aboard the *Principle of Reasonable Return*

HISTORY

The scientists of Xandar endowed its people with a mysterious source of incredible power. These explorers dedicated to bettering the galaxy became the first Nova Corps. Zorr the Conqueror nearly destroyed Xandar and only a dying Centurion escaped.

This warrior sent his Nova Force to Earth, where it inhabited a teenager named Richard Rider.

Rider defeated countless cosmic threats, some on the level of Thanos himself. He headed up the Guardians of the Galaxy for a while and even helped rebuild the Nova Corps, only for Annihilus to destroy it all over again.

Recently, Nova recovered the last vestiges of the Xandarian Worldmind and implanted the A.I. into his helmet. While invaluable, the Worldmind requires a constant supply of energy. Rider has become a wandering mercenary to pay for it.

PLAYING AS

Years of battle have turned Nova into a hardened warrior. The modern Nova isn't humorless, but he is experienced and burdened, haunted by those he could not save.

A reckless and relentless attacker, Nova often attempts to defeat his enemies by charging right through them at full speed.

ICONIC ITEM

NOVA HELMET: CENTURION (RICHARD RIDER)

This powerful Nova Centurion helm contains the Xandarian Worldmind, a sentient repository of the lost civilization's art and culture.

ORIGIN: Weird Science

POWERS:

- ♦ Accuracy 2
- ♦ Discipline 4
- ♦ Elemental Barrage (Energy)
- ♦ Elemental Barrier (Energy)
- ♦ Elemental Blast (Energy)
- ♦ Elemental Burst (Energy)
- ♦ Elemental Protection 2 (Energy) (20 points to shatter)
- ♦ Elemental Reinforcement (Energy)

- ♦ Environmental Protection
- ♦ Flight 2
- ♦ Heightened Senses 1
- ♦ Mighty 3
- ♦ Power Slider (Energy Supply)
- ♦ Sturdy 4
- ♦ Supernova (Energy)
- ♦ Warp Portal

RESTRICTIONS:

- ♦ Flashy
- ♦ Worn

POWER VALUE: 25**WEARER ALSO GAINS THIS TAG:** A.I. (Xandarian Worldmind)

DAMAGE

MELEE

MARVEL

x 9

MULTIPLIER

+

6

ABILITY

AGILITY

MARVEL

x 8

MULTIPLIER

+

7

ABILITY

EGO

MARVEL

x 10

MULTIPLIER

+

8

ABILITY

LOGIC

MARVEL

x 6

MULTIPLIER

+

2

ABILITY

PHOENIX (JEAN GREY)

Art by Karen S. Darboe



BIOGRAPHY

Other Names: Jean Elaine Grey-Summers, Dark Phoenix, Marvel Girl

Eyes: Green

Hair: Red

Gender: Female

Size: Average

Distinguishing Features: None

Origin: Abstract Entity, Mutant

Associates: X-Factor, X-Force, X-Men

Base: Mobile

RANK



HISTORY

Jean Grey's mutant psychic abilities awakened when she was just ten years old, after she witnessed her best friend die in a hit-and-run. With Jean traumatized and unable to control her nascent powers, her parents entered her into the care of psychic professor Charles Xavier, better known as Professor X.

Not long thereafter, Xavier formed the original X-Men and installed Grey as a founding member, under the codename Marvel Girl. In the years since, Grey has become one of the most famous and powerful mutants—if not heroes—in existence. Along with the rest of the X-Men, she has fought existential threats to the universe itself.

Two of Grey's future children she has yet to have with Cyclops (Scott Summers)—who she is in a long-term relationship with—have become X-Men on their own: Rachel Summers and X-Man (Nate Grey).

Additionally, Jean Grey is the current and favored host of the Phoenix Force, an ineffable entity of light and fire older than the cosmos. On her own, Grey could likely destroy a planet. With the power of the Phoenix on her side, she can decide the fates of entire galaxies.

STANDARD BEHAVIOR

Grey is known for her kind and caring nature. She believes in the sanctity of all life, and she uses her powers to help others whenever possible. Under normal circumstances, she would never kill anyone, not even a hated enemy. Of course, Grey's circumstances are rarely normal.

The Phoenix may be an infinite source of power, but Grey's ability to harness and control it is limited by her mental state. She has a profoundly powerful mind, but with some time and effort, a strong psychic opponent could affect it.

If Grey does become Dark Phoenix—a corrupted form of the Phoenix Force—her teammates can help her regain her sanity. With a successful Ego vs. TN 18 action check, a teammate can distract her for a single round. Cyclops has an automatic edge on these checks.

TRAITS & TAGS

TRAITS

- ◆ Battle Ready
- ◆ Combat Expert
- ◆ Combat Reflexes
- ◆ **Connections:** Abstract Entities
- ◆ **Connections:** Super Heroes
- ◆ Enduring Constitution
- ◆ Fearless
- ◆ Fresh Eyes
- ◆ Iron Will
- ◆ Loner
- ◆ Situational Awareness
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Heroic
- ◆ Hounded
- ◆ Public Identity
- ◆ X-Gene

NARRATIVE ATTRIBUTES

POWERS

- ◆ FTL Travel
- ◆ Imbue Life
- ◆ Immortality
- ◆ Invulnerable Form
- ◆ Invulnerable Mind
- ◆ Manifestation
- ◆ Matter Manipulation
- ◆ Multiversal
- ◆ Reality Manipulation

LIMITATIONS

- ◆ Dark Side

PSYCHO-MAN

Art by Ed McGuinness, Dexter Vines & Jason Keith



RANK

3

KARMA

—

HEALTH

60

DAMAGE
REDUCTION

-2

FOCUS

90

DAMAGE
REDUCTION

-2

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCOREDEFENSE
SCORENON-COMBAT
CHECKS

2

MELEE

12

+3

0

AGILITY

10

+0

2

RESILIENCE

12

+2

3

VIGILANCE

13

+3

4

EGO

14

+4

5

LOGIC

15

+8

TRAITS & TAGS

TRAITS

- ◆ Extra Occupation
- ◆ Extraordinary Origin
- ◆ Gearhead
- ◆ Inventor
- ◆ Presence
- ◆ Scientific Expertise
- ◆ Tech Reliance

TAGS

- ◆ Alien Heritage
- ◆ Authority
- ◆ Lab Access
- ◆ Powerful
- ◆ Secret Identity
- ◆ Villainous

BIOGRAPHY

Real Name: Unknown**Height:** 5'9" (at human size on Earth)**Weight:** 135 lbs. (at human size on Earth)**Eyes:** Pale yellow-green**Hair:** Unrevealed**Gender:** Male**Size:** Varies, usually average**Distinguishing Features:** Cracked cybernetic face**Occupation:** Leader, Scientist**Origin:** Alien, High Tech: Cybernetics**Teams:** None**Base:** Mobile within the Microverse

HISTORY

Using advanced emotion-manipulating technology, Psycho-Man installed himself as Chief Scientist and ruler of the technocracy governing Sub-Atomica, a coalition of planets in the quantum dimension known as the Microverse.

Then, with no more lands left to conquer, Psycho-Man set his sights on Earth-616. He brought the full force of his technology against the planet, but with help from the Black Panther (T'Challa) and the Inhuman Royal Family, the Fantastic Four repelled the alien assault.

Since that day, Psycho-Man has been obsessed with destroying the Fantastic Four. After several false starts, he created an evil alternate personality called Malice within the Invisible Woman—a personality that nearly tore the team apart. However, with help from her teammates, the Invisible Woman eventually learned to control Malice, setting Psycho-Man back to square one.

Though Psycho-Man has been lying low as of late, make no mistake: He's still out there, somewhere, just waiting for the right moment to have his revenge.

PLAYING AS

Psycho-Man loves to take advantage of humanity's fears, hatreds and bigotries, but he rarely displays much emotion himself. He is a careful planner and a calculating thinker who seldom engages in physical combat. He does his best work in the background, whipping up his opponents' emotions from afar with his Control Box, turning them against one another and wearing them out before swooping in to deal the final blow.

POWERS

BASIC

- ◆ Brilliance 3
- ◆ **Iconic Item:** Control Box
- ◆ Inspiration
- ◆ Mighty 1
- ◆ Sturdy 2
- ◆ Uncanny 2

TACTICS

- ◆ Battle Plan
- ◆ Change of Plans
- ◆ Keep Moving

ICONIC ITEM

CONTROL BOX

By pressing a button on this high-tech device, the user can manipulate others' emotions.

ORIGIN: High Tech

POWERS:

- ◆ Control Emotion
- ◆ Control Group Emotion

RESTRICTIONS:

- ◆ Carried

POWER VALUE: 1

SPECTOR

Art by Luca Pizzari & Rain Beredo



RANK

5

KARMA

—

HEALTH

180

DAMAGE
REDUCTION

-2

FOCUS

120

DAMAGE
REDUCTION

—

SPEED

Run: 6

Climb: 3

Swim: 3

Jump: 6

INITIATIVE
MODIFIER

+3E

ABILITIES

ABILITY
SCORE

7

MELEE

DEFENSE
SCORE

17

NON-COMBAT
CHECKS

+10

5

AGILITY

15

+5

6

RESILIENCE

16

+6

3

VIGILANCE

13

+3

2

EGO

12

+2

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Berserker
- ♦ Bloodthirsty
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Order of the Moon Knights)
- ♦ Extraordinary Origin
- ♦ Infector (Lycanthropy)
- ♦ Monster
- ♦ Situational Awareness
- ♦ **Weakness:** Silver

TAGS

- ♦ Alternate Form (in human form)
- ♦ Backup (Order of the Moon Knights)
- ♦ Extreme Appearance (in werewolf form)
- ♦ **Headquarters:** Temple of Khonshu
- ♦ Lunar Transformation
- ♦ **Patron:** Khonshu
- ♦ Public Identity
- ♦ **Signature Weapon:** Claws (Range: Reach, Melee Damage Multiplier: +1)
- ♦ Supernatural
- ♦ Villainous

BIOGRAPHY

Real Name: Spector

Height: 6'2"

Weight: 225 lbs.

Eyes: Brown

Hair: None

Gender: Male

Size: Average

Distinguishing Features: Large nose ring and stretched ear lobes; silver crescent moon over his right eye; werewolf form with claws and fangs

Occupation: Military

Origin: Monstrous: Werewolf, Mythic

Teams: Order of the Moon Knights

Base: Egyptia, Battleworld

HISTORY

The people of Battleworld know next to nothing of Spector's life before he became the leader of the Moon Knights, but his history seems to share some common elements with the Marc Spector of Earth-616.

He was once a mercenary who, after suffering fatal wounds in battle—probably at the claws of a werewolf—struck a deal with the Egyptian god of the moon, Khonshu. In exchange for his life, he became her avatar and servant. However, on Battleworld, this deal came with the added effect of turning Spector into a werewolf.

Most of Khonshu's servants have struck similar bargains. She offers the same deal to all her dying opponents if she feels they have potential.

PLAYING AS

Spector worships Khonshu. He would do anything for her. However, he does not love her. In fact, he fears and resents her. Still, he stays with her because she provides him with power to do the only thing he does love: fight.

Spector begins every battle by shifting into his werewolf form. As soon as he's transformed, he charges forward and starts tearing into his foes with his claws, using his Melee Weapons powers to tear them to shreds as quickly as possible.

POWERS

BASIC

- ♦ Evasion
- ♦ Healing Factor
- ♦ Heightened Senses 1
- ♦ Mighty 3
- ♦ Sturdy 2

MARTIAL ARTS

- ♦ Attack Stance
- ♦ Counterstrike Technique
- ♦ Grappling Technique
- ♦ Spin & Throw

MELEE WEAPONS (SHARP)

- ♦ Exploit
- ♦ Fast Attacks
- ♦ Focused Fury
- ♦ Furious Attacks

- ♦ Hit & Run
- ♦ Unstoppable Assault
- ♦ Vicious Attack
- ♦ Whirling Frenzy

SUPER-STRENGTH

- ♦ Crushing Grip
- ♦ Jump 1

SPIDER-WOMAN

Art by Mark Bagley, Andrew Hennessy & Rachelle Rosenberg



RANK

3

KARMA

3

HEALTH

60

DAMAGE
REDUCTION

—

FOCUS

90

DAMAGE
REDUCTION

-1

SPEED

Run: 5

Climb: 5

Swim: 3

Jump: 5

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

4

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+5

3

AGILITY

13

+3

2

RESILIENCE

12

+2

3

VIGILANCE

13

+3

2

EGO

12

+2

4

LOGIC

14

+5

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ **Connections:** Super Heroes
- ◆ Fearless
- ◆ Iron Will
- ◆ Loner
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ **Dependent:** Rachel Carpenter
- ◆ **Headquarters:** West Coast Avengers HQ
- ◆ Heroic
- ◆ Secret Identity

BIOGRAPHY

Real Name: Julia Eugenia Cornwall Carpenter**Height:** 5'9" **Weight:** 140 lbs.**Eyes:** Blue **Hair:** Strawberry blond**Gender:** Female **Size:** Average**Distinguishing Features:** None**Occupation:** Adventurer**Origin:** Weird Science**Teams:** West Coast Avengers**Base:** Los Angeles

HISTORY

As a single mom and divorcée, Julia Carpenter spent her waking hours scrambling to make rent, so when an old college friend offered her a bucketload of money to participate in a short scientific study, she readily agreed. A secretive government-backed research group known only as the Commission injected Carpenter with an experimental spider-serum, granting her a slew of spider-based super-powers. Government agents thereafter pressured her into joining the technically legal, but still villainous, team Freedom Force, but once Carpenter saw how bad the team was, she fled government custody and started working as a crimefighter for hire.

As Spider-Woman, she established herself as one of the hardest-working heroes around, assisting dozens of super heroes in making the world a safer place, all while caring for her young daughter.

During one of Spider-Woman's first adventures, the small Colorado suburb where she grew up was torn from Earth and thrown into the Beyonder's Battleworld for the first Secret Wars. The wars were far from pleasant, but they did give Carpenter a chance to get acquainted with Spider-Man (Peter Parker) and many of the Avengers she would work with later on.

Later in life, Carpenter dropped the codename Spider-Woman and became the new Madame Web. This profile, however, represents Carpenter in the early days of her hero career, when she was still Spider-Woman. This was how she appeared during the first Secret Wars and throughout her subsequent adventures with the West Coast Avengers.

PLAYING AS

Carpenter is serious, intelligent and careful, not the type to run blindly into battle, especially not when she knows her daughter, Rachel, is waiting for her at home. Though she can hold her own in melee, she prefers to psionically restrain her opponents from afar with her trademark psychic webs (via Telekinetic Grab) rather than risk an up-close confrontation.

POWERS

BASIC

- ◆ Brilliance 1
- ◆ Inspiration
- ◆ Mighty 1
- ◆ Uncanny 1

SPIDER-POWERS

- ◆ Jump 1
- ◆ Wallcrawling

TELEKINESIS

- ◆ Telekinetic Attack
- ◆ Telekinetic Barrier
- ◆ Telekinetic Grab
- ◆ Telekinetic Manipulation

STARBRAND

Art by Yasmine Putri



RANK

6

KARMA

6

HEALTH

210

DAMAGE
REDUCTION

-3

FOCUS

300

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE
MODIFIER

+9E

ABILITIES

ABILITY
SCORE

4

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+8

5

AGILITY

15

+9

7

RESILIENCE

17

+7

9

VIGILANCE

19

+9

3

EGO

13

+6

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ◆ Battle Ready
- ◆ Berserker
- ◆ Combat Reflexes
- ◆ **Connections:** Super Heroes
- ◆ Extra Occupation
- ◆ Fearless
- ◆ Gullible
- ◆ Quick Learner
- ◆ Situational Awareness
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Heroic
- ◆ **Mentor:** Nightmask (Adam Blackveil)
- ◆ **Obligation:** School
- ◆ Secret Identity

POWERS

BASIC

- ◆ **Iconic Item:** The Starbrand

BIOGRAPHY

Real Name: Kevin Kale Connor

Height: 5'10"

Weight: 140 lbs.

Eyes: Blue

Hair: Blond

Gender: Male

Size: Average

Distinguishing Features: None

Occupation: Adventurer, Student

Origin: Weird Science

Teams: Avengers

Base: Mobile

HISTORY

An ancient alien race known as the Builders triggered a White Event on Earth-616. It covered the world with a blinding light and triggered superhuman powers, including a planetary protector called the Starbrand. When Earth-616's White Event happened, the Starbrand latched on to a scrawny college student named Kevin Connor. The initial bond created so much energy that it destroyed Connor's entire campus, killing over three thousand people.

At first, Connor tried to atone by joining the Avengers and helping them stave off the death of the Seventh Cosmos. He gave his life trying to protect the team from the wrath of the Beyonders.

After being reborn in the new Multiverse, Connor briefly returned to a relatively normal college life. However, his fear of other inexperienced heroes like himself gradually consumed him. He tried to kill the newly anointed Ghost Rider (Robbie Reyes), and Reyes, in return, struck him down.

This profile represents Connor shortly before his death, at the height of his powers.

PLAYING AS

Kevin Connor was a truly ordinary, unremarkable person, burdened with powers beyond his comprehension or control.

As the Starbrand, his biggest concern was keeping his own powers in check. He often entered into battles timidly and leaned heavily on his allies—particularly his White Event counterpart, Nightmask—to keep him from accidentally destroying his opponents.

ICONIC ITEM

THE STARBRAND

This world-destroying weapon manifests as a shiny, star-shaped tattoo.

ORIGIN: Weird Science

POWERS:

- ◆ Accuracy 4
- ◆ Clobber
- ◆ Discipline 3
- ◆ Disguise
- ◆ Elemental Barrage (Energy)
- ◆ Elemental Blast (Energy)
- ◆ Elemental Burst (Energy)
- ◆ Elemental Push (Energy)
- ◆ Environmental Protection
- ◆ Flight 2

◆ Ground-Shaking Stomp

◆ Heightened Senses 2

◆ Illumination

◆ Immovable

◆ Mighty 4

◆ Smash

◆ Sturdy 3

◆ Supernova (Energy)

◆ Unrelenting Smash

RESTRICTIONS:

◆ Flashy

POWER VALUE: 30

STORMBORN

Art by Dale Keown & Jason Keith



RANK

5

KARMA

—

HEALTH

120

DAMAGE
REDUCTION

-2

FOCUS

120

DAMAGE
REDUCTION

-2

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE
MODIFIER

+4

ABILITIES

ABILITY
SCORE

4

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+8

5

AGILITY

15

+5

4

RESILIENCE

14

+4

4

VIGILANCE

14

+4

5

EGO

15

+6

3

LOGIC

13

+3

TRAITS & TAGS

TRAITS

- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ Enhanced Physique
- ♦ Extra Occupation
- ♦ Extraordinary Origin
- ♦ God Heritage (via Stormbreaker)
- ♦ Interrogation
- ♦ Investigation
- ♦ Iron Will
- ♦ Presence

TAGS

- ♦ Allspeak
- ♦ Authority
- ♦ Backup (Thor Corps)
- ♦ **Headquarters:** Doomgard
- ♦ Hounded
- ♦ Powerful
- ♦ Public Identity
- ♦ Supernatural
- ♦ Worshipped (as the All-Mother)
- ♦ X-Gene

BIOGRAPHY

Real Name: Ororo Munroe**Height:** 5'11" **Weight:** 145 lbs.**Eyes:** Blue **Hair:** White**Gender:** Female **Size:** Average**Distinguishing Features:** Eyes turn white when using powers**Occupation:** Law Enforcer, Leader**Origin:** Mutant, Mythic: Asgardian**Teams:** Avengers, Gods of Asgard, Thor Corps, X-Men**Base:** Asgard, Earth-904

HISTORY

Years ago, as revenge for the X-Men's interference in his other schemes, Loki kidnapped and brainwashed the mutant hero Storm and several of her trainees. Storm had recently been depowered, but Loki restored her abilities by giving her the enchanted mallet Stormbreaker.

The X-Men ventured to Asgard with the intention of rescuing Loki's victims and returning home, but along the way they forged relationships with the realm's inhabitants. After they won, the team was split. Should they return home, or should they remain in Asgard? On Earth-616, everyone returned home, but on Earth-904, several X-Men decided to stay. Thor relinquished the throne of Asgard to Storm so that he could focus on his work as an Avenger. The thunder goddess proved to be a strong ruler and forged a lasting peace throughout the realms.

During the last Secret Wars, Doctor Doom pressed this version of Storm into his super-powered police force, the Thor Corps. This profile represents her during that period of her life, when she fought to protect the people of Battleworld as Stormborn.

PLAYING AS

This version of Munroe heavily resembles her Earth-616 counterpart. She is a force of nature, kind and just and willful in equal measure. She was practically born to be a queen. Lacking her normal mutant powers, Munroe relies heavily on Stormbreaker. At the start of a fight, she'll often attempt to stun and confuse her opponents with a combination of thunder and fog before swooping down to knock them flat with her hammer.

POWERS

BASIC

- ♦ **Iconic Item:** Stormbreaker
- ♦ Inspiration
- ♦ Uncanny 2

STORMBREAKER

Though this hammer goes by another name, it is functionally identical to Mjolnir.

ORIGIN:

- ♦ **Mythic:** Asgardian

POWERS:

- ♦ Asgardian Transformation
- ♦ Control Fog
- ♦ Control Weather 4
- ♦ Discipline 1
- ♦ Elemental Barrage (Electricity)
- ♦ Elemental Blast (Electricity)
- ♦ Elemental Burst (Electricity)
- ♦ Elemental Push (Electricity)
- ♦ Elemental Ricochet (Electricity)
- ♦ Flight 2

- ♦ Mighty 4
- ♦ Sturdy 2

- ♦ Summon Portal
- ♦ Summonable
- ♦ Thunder
- ♦ Uru

- ♦ **Weapon:** Range: Reach/Unlimited, Melee/Agility Damage Multiplier: +1

RESTRICTIONS:

- ♦ Can only be used by the worthy
- ♦ Carried
- ♦ Flashy

POWER VALUE: 22

ICONIC ITEM

DAMAGE

MELEE	 × 9	+	4
	dMarvel	MULTIPLIER	ABILITY
AGILITY	 × 6	+	5
	dMarvel	MULTIPLIER	ABILITY
EGO	 × 6	+	5
	dMarvel	MULTIPLIER	ABILITY
LOGIC	 × 5	+	3
	dMarvel	MULTIPLIER	ABILITY

TERRAX

Art by Mike Hawthorne, Wade von Grawbadger & Jordie Bellaire



RANK

6

KARMA

—

HEALTH

240

DAMAGE
REDUCTION

-3

FOCUS

150

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 36

INITIATIVE
MODIFIER

+4

ABILITIES

ABILITY
SCORE

9

MELEE

DEFENSE
SCORE

18

NON-COMBAT
CHECKS

+13

2

AGILITY

11

+2

8

RESILIENCE

18

+8

4

VIGILANCE

14

+4

6

EGO

16

+7

1

LOGIC

11

+1

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Berserker
- ♦ Big (Reach 2)
- ♦ **Connections:** Outsiders
- ♦ Enduring Constitution
- ♦ Extra Occupation
- ♦ Extraordinary Origin
- ♦ Fearless
- ♦ Fresh Eyes
- ♦ Presence
- ♦ Stranger
- ♦ Weird

TAGS

- ♦ Alien Heritage
- ♦ Authority
- ♦ Extreme Appearance
- ♦ Patron (Galactus)
- ♦ Powerful
- ♦ Public Identity
- ♦ Villainous

POWERS

BASIC

- ♦ Discipline 1
- ♦ Environmental Protection
- ♦ Flight 2
- ♦ **Iconic Item:** Cosmic Axe
- ♦ Mighty 4
- ♦ Power Cosmic
- ♦ Sturdy 3

ELEMENTAL CONTROL (EARTH)

- ♦ Elemental Barrage
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Grab

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Barrier
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Protection 1 (10 points to shatter)

MELEE WEAPONS (SHARP)

- ♦ Exploit
- ♦ Fast Attacks
- ♦ Furious Attacks
- ♦ Vicious Attack
- ♦ Whirling Frenzy

ICONIC ITEM

COSMIC AXE

Crafted by Galactus, this axe augments Terrax's existing powers.

ORIGIN: Weird Science

POWERS:

- ♦ Effect Options (Earth/Energy/Sharp)
- ♦ **Weapon:** Range: Reach/Unlimited; Melee/Agility Damage Multiplier: +2

RESTRICTIONS:

- ♦ Carried
- POWER VALUE:** 1

BIOGRAPHY

Real Name: Tyros

Height: 6'6"

Weight: 2,750 lbs.

Eyes: Gray

Hair: None

Gender: Male

Size: Big

Distinguishing Features: Rocky body with gray skin

Occupation: Leader, Outsider

Origin: Alien, Weird Science: Power Cosmic

Teams: None

Base: Mobile

HISTORY

The Fantastic Four made a bargain with Galactus for his help defeating a Worldmind-empowered Sphinx. In return, they helped him recruit his next herald: a small-time alien warlord named Tyros. With the Fantastic Four's help, Galactus kidnapped Tyros and imbued him with the Power Cosmic, transforming him into the rocklike Terrax the Tamer. Terrax almost immediately turned on Galactus, but the World-Devourer nonetheless defeated the Sphinx.

Terrax has, on occasion, returned to Galactus' service. However, he spends most of his time roaming the cosmos, looking for fun places to conquer.

During the last Secret Wars, a slightly older and wiser variant of Terrax—Terrax the Truly Enlightened from Earth-13054—joined the Maker's Cabal and helped overthrow God Emperor Doom, only to be killed. This profile represents both versions.

PLAYING AS

Terrax the Tamer acts like a medieval conqueror, thirsty for battle and gleeful in victory. However, like many provincial kings, he is also a glutton. Give him a few barrels of ale, and he'll spend the next month drinking himself unconscious.

Terrax fights loudly and recklessly, counting on his raw strength and endurance to carry him through.

THOR OF HIGHER AVALON

Art by Esad Ribic



RANK

5

KARMA

—

HEALTH

180

DAMAGE
REDUCTION

-2

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE
MODIFIER

+3

BIOGRAPHY

Real Name: Thor Odinson

Height: 5'11" **Weight:** 420 lbs.

Eyes: Blue **Hair:** Blond

Gender: Male **Size:** Big

Distinguishing Features: None

Occupation: Law Enforcer

Origin: Mythic: Asgardian

Teams: Thor Corps

Base: Higher Avalon, Battleworld

HISTORY

Though this Thor resembles a young version of his Earth-616 counterpart, he actually hails from the Arthurian-inspired Battleworld domain of Higher Avalon, where he grew up under the benevolent stewardship of the Braddock family and their leader, Baron James Braddock. Ironical, then, that one of his first assignments after joining the Corps was to escort Braddock to the Shield, where he was banished into the Deadlands.

This Thor is a relatively recent addition to the Corps, but his colleagues have a lot more confidence in him than in their next newest member, Thor the Green. One of the oldest and most experienced members of the Corps—Old Man Thunder (King Thor)—has taken it upon himself to tutor Thor of Higher Avalon. He sees promise in the young and determined god, perhaps even the potential to one day lead the Corps.

PLAYING As

Despite his relative lack of experience, this Thor is as courageous as the best of the Corps.

When left to his own devices, Thor fights fast and recklessly, focusing on landing heavy blows with his hammer. However, he respects his superiors enough to adopt any fighting style they request of him at any given moment.

ABILITIES

ABILITY
SCORE

7

MELEE

DEFENSE
SCORE

16

NON-COMBAT
CHECKS

+11

4

AGILITY

16

+4

6

RESILIENCE

16

+6

3

VIGILANCE

13

+3

5

EGO

15

+6

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ♦ Big (Reach 2)
- ♦ Determination
- ♦ Enduring Constitution
- ♦ Enhanced Physique
- ♦ Fearless
- ♦ God Heritage
- ♦ Interrogation
- ♦ Investigation
- ♦ Quick Learner

TAGS

- ♦ Allspeak
- ♦ Authority
- ♦ Backup (Thor Corps)
- ♦ **Headquarters:** Doomgard
- ♦ **Mentor:** Old Man Thunder
- ♦ Public Identity
- ♦ Supernatural
- ♦ Worshipped

POWERS

BASIC

- ♦ Brawling
- ♦ **Iconic Item:** Mjolnir

ICONIC ITEM

MJOLNIR

"Whosoever holds this hammer, if they be worthy, shall possess the power of Thor."

ORIGIN: Mythic: Asgardian

POWERS:

- ♦ Asgardian Transformation
- ♦ Control Fog
- ♦ Control Weather 4
- ♦ Discipline 1
- ♦ Elemental Barrage (Electricity)
- ♦ Elemental Blast (Electricity)
- ♦ Elemental Burst (Electricity)
- ♦ Elemental Push (Electricity)
- ♦ Elemental Ricochet (Electricity)
- ♦ Flight 2
- ♦ Mighty 4

♦ Sturdy 2

- ♦ Summon Portal
- ♦ Summonable
- ♦ Thunder
- ♦ Uru

♦ **Weapon:** Range: Reach/unlimited; Melee/Agility Damage Multiplier: +1

RESTRICTIONS:

- ♦ Can only be used by the worthy
- ♦ Carried
- ♦ Flashy

POWER VALUE: 22

DAMAGE

MELEE	 x 9	+	7
AGILITY	 x 6	+	4
EGO	 x 6	+	5
LOGIC	 x 5	+	2

UATU THE WATCHER

Art by Jim Cheung & Justin Ponsor



BIOGRAPHY

Other Names: None

Eyes: Varies, usually white or blue

Hair: None

Gender: Male

Size: Varies, usually huge

Distinguishing Features: Tall humanoid with a disproportionately large head

Origin: Primordial Being

Associates: Council of Watchers, Fantastic Four

Base: Mobile

RANK



HISTORY

Long ago, Uatu's people, the Watchers, were interstellar teachers, and though they had noble intentions, sharing advanced science with civilizations led by bloodthirsty warlords proved to be a bad idea. To stop the resulting horrors, Uatu's father, Ikor, constructed the greatest weapon in all existence: the Ultimate Nullifier. With a single shot, the Nullifier wiped out nine-tenths of the universe, after which the Watchers walled off the remnants and pledged never again to interfere in the development of other species.

Though Uatu disliked this policy, he abided by it, silently watching over the people of Earth from the Blue Area of the Moon. However, when Galactus threatened the planet's existence, he refused to sit idly by. He led the Fantastic Four to the Ultimate Nullifier, which they used to force Galactus to depart.

Despite being repeatedly censured by the other Watchers, Uatu continued to intervene on Earth's behalf during times of great crisis.

Recently, the remnants of the worlds devastated by the Ultimate Nullifier's initial use banded together to form the Reckoning: an unstoppable army bent on total destruction of the Watchers and Earth. With the help of the Fantastic Four, Uatu not only stopped the Reckoning but transferred the powers of every Watcher into himself, gaining the ability to re-create every world the Nullifier had destroyed.

Now the only true Watcher in existence, Uatu set out to explore the rebuilt cosmos. He's seldom been seen since, but if history is any indicator, he's still out there somewhere, watching over everyone.

STANDARD BEHAVIOR

Though Uatu now has free rein to interfere wherever and whenever he wishes, he still prefers to leave people to their own devices. He believes every species should be allowed to handle their own affairs in peace. He wouldn't, for instance, stop a civilization from destroying itself, but he would help preserve a civilization under threat by an outside force.

When he does intervene, Uatu prefers to point local heroes in the direction of victory rather than act as an active combatant himself. In the rare event Uatu does find himself in combat, he usually attempts to leave the area by teleporting to some far-flung sanctuary.

If caught off guard by a large group of powerful combatants, Uatu can be temporarily killed. His eyes can then be harvested and used to give any entity the power of a Watcher. However, after 616 weeks, Uatu resurrects himself through any remaining body parts. It's possible that a Watcher could be permanently killed by destroying its entire body after death, but so far, no one has tried it.

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Elders of the Universe
- ◆ **Connections:** Watchers
- ◆ Font of Information
- ◆ Fresh Eyes
- ◆ Loner
- ◆ Presence
- ◆ Stranger
- ◆ **Unusual Size:** Huge
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Allspeak
- ◆ Extreme Appearance
- ◆ Heroic
- ◆ Public Identity

NARRATIVE ATTRIBUTES

POWERS

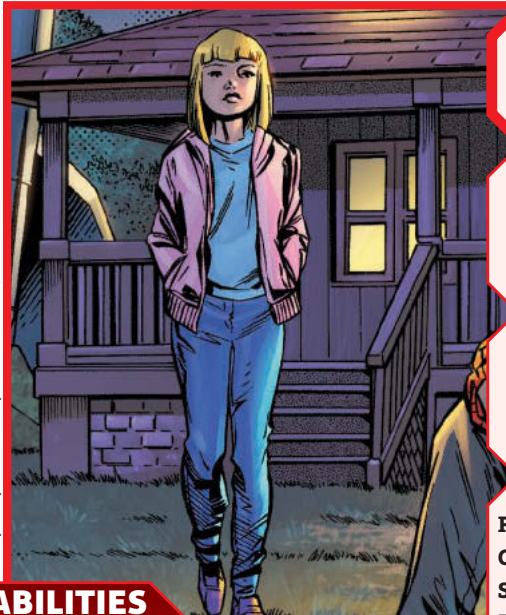
- ◆ FTL Travel
- ◆ Immortality
- ◆ Invulnerable Mind
- ◆ Universal Teleportation

LIMITATIONS

- ◆ Limited Omnipotence (cannot access the Magic or Super-Strength power sets)

VALERIA RICHARDS

Art by Cory Smith, Wayne Faucher & Jesus Aburtov



RANK

2

KARMA

2

HEALTH

30

DAMAGE
REDUCTION

—

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 5

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

0

MELEE

DEFENSE
SCORE

10

NON-COMBAT
CHECKS

+0

1

AGILITY

11

+1

1

RESILIENCE

11

+1

3

VIGILANCE

13

+3

1

EGO

11

+1

5

LOGIC

15

+9

TRAITS & TAGS

TRAITS

- ◆ **Connections:** Super Heroes
- ◆ Extra Occupation (2)
- ◆ Fearless
- ◆ Gearhead
- ◆ Inventor
- ◆ Quick Learner
- ◆ Scientific Expertise
- ◆ **Surprising Power (2):** Brilliance 3 and 4
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Heroic
- ◆ Lab Access
- ◆ **Mentor (2):** Doctor Doom, Mister Fantastic
- ◆ **Obligation:** School
- ◆ Public Identity

BIOGRAPHY

Real Name: Valeria Richards

Height: 5'2" **Weight:** 110 lbs.

Eyes: Blue **Hair:** Blond

Gender: Female **Size:** Average

Distinguishing Features: None

Occupation: Adventurer, Scientist, Student

Origin: Weird Science

Teams: Fantastic Four, Future Foundation

Base: Fantastic Farmhouse, Arizona

HISTORY

The Invisible Woman's second pregnancy ended in a damaging miscarriage that made it unlikely she would ever have children again. It took time, but she made her peace with it. Then, one day, a tear in reality miraculously reversed the miscarriage.

Desperate to keep history from repeating itself, Mister Fantastic begged Doctor Doom to help deliver the baby, a task the tyrant agreed to perform in exchange for the right to name the child and act as her godfather.

Doom named the infant after his childhood love, Valeria, and from that day forward, he and the child were inextricably linked. Despite Doom's track record with the rest of the Fantastic Family, Valeria Richards still loves him, and against all odds, he loves her too.

By the time she could walk, Valeria had the intellectual capacity of a Nobel laureate, and since then, she's only become smarter. She is one of the only people in the universe capable of outthinking her father, and her ideas have saved the entire Fantastic Family more than once.

Recently, Doom sacrificed himself to save Valeria's life, and she became the inheritor of his estate. Though she gave most of his possessions away, she kept a handful of devices for herself.

PLAYING AS

Like her father, Valeria is practical and logical but never amoral. Her intellect plays a critical part in the Fantastic Family dynamic. Her brother, Franklin, is an endless font of power and creativity, but he'd be hard-pressed to implement any of his ideas without Valeria's advice.

Valeria has no traditional super-powers of her own, but give her a couple of days and she could build a device simulating just about any ability. She once built a functioning teleporter out of nothing but an old pickup truck. She is not to be underestimated.

POWERS

BASIC

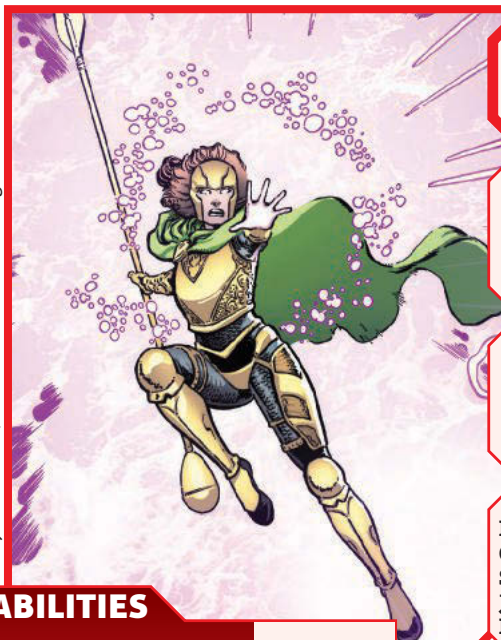
- ◆ Brilliance 4
- ◆ Combat Trickery
- ◆ Inspiration

DAMAGE

MELEE	 × 2	+	0
AGILITY	 × 2	+	1
EGO	 × 2	+	1
LOGIC	 × 6	+	5

VICTORIOUS

Art by Aaron Kuder, Marte Gracia & Erick Arciniega



RANK

5

KARMA

—

HEALTH

120

DAMAGE
REDUCTION

-2

FOCUS

120

DAMAGE
REDUCTION

—

SPEED

Run: 6
Climb: 3
Swim: 3
Jump: 3
Flight: 30

INITIATIVE
MODIFIER

+3E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+7
5 AGILITY	15	+5
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
7 EGO	17	+10
2 LOGIC	12	+2

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Latverian military)
- ♦ Determination
- ♦ Fearless
- ♦ Presence
- ♦ Situational Awareness
- ♦ Weird

TAGS

- ♦ Backup (Latverian military)
- ♦ **Headquarters:** Castle Doom
- ♦ Patron (Doctor Doom) (using power stolen from Galactus)
- ♦ Public Identity
- ♦ **Signature Weapon:** Latverian spear (Range: Reach +1; Melee Damage Multiplier: +1)

POWERS

BASIC

- ♦ Discipline 3
- ♦ Flight 2
- ♦ Inspiration
- ♦ Mighty 2
- ♦ Power Cosmic
- ♦ Sturdy 2

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Barrage
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Push
- ♦ Supernova

MELEE WEAPONS (SHARP)

- ♦ Exploit
- ♦ Fast Attacks
- ♦ Hit & Run
- ♦ Riposte
- ♦ Vicious Attack
- ♦ Whirling Frenzy

BIOGRAPHY

Real Name: Zora Vukovic

Height: 5'9" **Weight:** 137 lbs.

Eyes: Blue **Hair:** Strawberry blond

Gender: Female **Size:** Average

Distinguishing Features: None

Occupation: Military

Origin: Weird Science: Power Cosmic

Teams: Latverian military

Base: Latveria

HISTORY

Though born the daughter of Symkarian spies, Zora Vukovic has been a proud supporter of Doom's regime for almost her entire life. She helped him return to power after his stint as Iron Man, and Doom, in return, granted her a stolen piece of the Power Cosmic.

Victorious fell in love with Doom, even to the point of killing her own mother for him. The pair were soon engaged. Hoping to bury the hatchet for good, Doom invited the Fantastic Four to the wedding. However, on the night before the ceremony, Victorious began to fear that Doom did not love her the way she loved him, and in a moment of weakness, she slept with the Human Torch.

At the altar, Victorious broke down and confessed to her affair, embarrassing Doom in front of dozens of international reporters. The monarch responded by casting her out.

She did everything she could to earn his approval. Still, Doom continued to snub her.

Victorious remains committed to Doom's mission of protecting the people of Latveria.

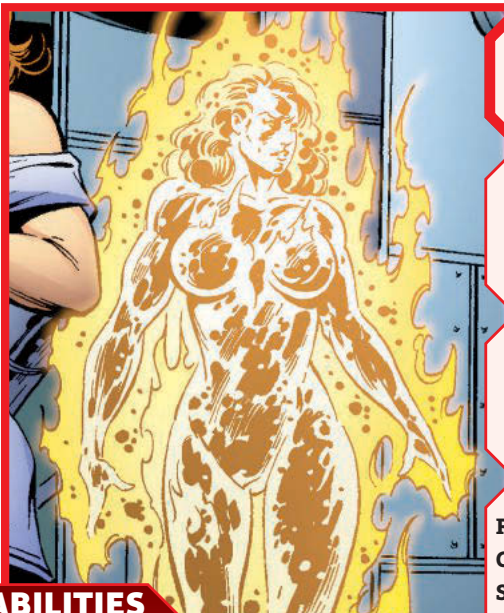
PLAYING AS

For a loyal follower of Doctor Doom, Victorious can be surprisingly sweet and sensitive. She genuinely believes Doom when he says he has humanity's best interests in mind. Any evils he commits are simply part of the necessary sacrifices that must be made to achieve peace on Earth.

Though Victorious has incredible offensive capabilities, she is primarily a defensive fighter. Her first priority is always to protect Doom. Destroying his enemies comes second.

VOLCANA

Art by Paul Pelletier, Rick Magyar & Dave Kemp



RANK

3

KARMA

—

HEALTH

120

DAMAGE
REDUCTION
—/-1

FOCUS

120

DAMAGE
REDUCTION
—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER
+3

ABILITIES

ABILITY
SCORE

4
MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+5

1
AGILITY

11

+2

4
RESILIENCE

14

+4

3
VIGILANCE

13

+3

2
EGO

12

+2

1
LOGIC

11

+1

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ **Connections:** Super Villains
- ♦ Determination
- ♦ Fearless
- ♦ **Signature Attack:** Elemental Blast (Fire)
- ♦ Weird

TAGS

- ♦ Alternate Forms (3) (fire, rock and ash)
- ♦ Black Market Access
- ♦ Public Identity

BIOGRAPHY

Real Name: Marsha Rosenberg

Height: 6'5"

Weight: 210 lbs. (human); 525 lbs. (rock form); 630 lbs. (fire form)

Eyes: Blue **Hair:** Black

Gender: Female **Size:** Average

Distinguishing Features: None

Occupation: Adventurer

Origin: Weird Science

Teams: None

Base: New York City

HISTORY

As teenagers, Marsha Rosenberg and Mary MacPherran bonded over their shared experience as victims of bullying. Though these trials brought the pair of girls together, the pain also made them resentful and bitter.

Then, one day, their entire Coloradan town was sucked into the first Secret Wars.

Suspecting they would be easy to manipulate, Doctor Doom offered them super-powers. Using Battleworld technology, he transformed MacPherran into a physical powerhouse and Rosenberg into a living volcano.

As Titania and Volcana, MacPherran and Rosenberg fought alongside Doom throughout the first Secret Wars. In the midst of the conflict, Rosenberg met the love of her life, the Molecule Man (Owen Reece).

While Titania went on to become an international icon and a rival to She-Hulk, Volcana and the Molecule Man settled down. For a short time, the pair lived quiet lives, though circumstances ultimately pulled them apart.

Volcana mostly keeps to herself these days, though she does take part in She-Hulk's Punch Club alongside Titania.

PLAYING AS

Beneath Volcana's fiery exterior lies a soft, shy heart. The need to pay rent pushes her to take mercenary jobs with Titania.

Volcana prefers to end her fights quickly, blasting her opponents with fire until they've been melted into submission. On the rare occasion that she finds herself outmatched, she can switch to a rockier form that prioritizes defense or an ashen form that allows her to quickly slip away.

POWERS

BASIC

- ♦ Accuracy 1
- ♦ Inspiration
- ♦ Mighty 1
- ♦ Sturdy 1 (rock and ash forms only)

ELEMENTAL CONTROL (FIRE) (FIRE FORM ONLY)

- ♦ Elemental Barrier
- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Push

PLASTICITY (ASH FORM ONLY)

- ♦ Slip Free

SUPER-STRENGTH (ROCK FORM ONLY)

- ♦ Clobber
- ♦ Immovable
- ♦ Smash

Note: Numbers before a slash represent Volcana's fire form; numbers after a slash represent her rock and ash forms.

WEAPON X WOLVERINE

Art by Barry Windsor-Smith



RANK

4

KARMA

—

HEALTH

150

DAMAGE
REDUCTION

-1

FOCUS

180

DAMAGE
REDUCTION

—

SPEED

Run: 6

Climb: 3

Swim: 3

Jump: 3

INITIATIVE
MODIFIER

+5E

ABILITIES

ABILITY
SCORE

7

MELEE

DEFENSE
SCORE

17

NON-COMBAT
CHECKS

+7

5

AGILITY

17

+5

5

RESILIENCE

15

+5

5

VIGILANCE

15

+5

-1

EGO

9

-1

0

LOGIC

10

+0

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ Battle Ready
- ◆ Berserker
- ◆ Bloodthirsty
- ◆ Combat Reflexes
- ◆ **Connections:** Military
- ◆ Extraordinary Origin
- ◆ Loner
- ◆ Situational Awareness
- ◆ Sneaky
- ◆ Tech Reliance

TAGS

- ◆ Extreme Appearance
- ◆ Hounded
- ◆ Mute (can speak sparingly; mostly communicates in grunts and screams)
- ◆ Secret Identity
- ◆ X-Gene

POWERS

BASIC

- ◆ Brawling
- ◆ Combat Trickery
- ◆ Healing Factor
- ◆ Heightened Senses 1
- ◆ **Iconic Item:** Adamantium Claws
- ◆ Reinforced Skeleton

MELEE WEAPONS (SHARP)

- ◆ Exploit
- ◆ Fast Attacks
- ◆ Focused Fury
- ◆ Furious Attacks
- ◆ Hit & Run
- ◆ Riposte
- ◆ Unstoppable Assault
- ◆ Vicious Attack
- ◆ Whirling Frenzy

BIOGRAPHY

Real Name: James "Logan" Howlett

Height: 5'3" **Weight:** 300 lbs.

Eyes: Blue **Hair:** Black

Gender: Male **Size:** Average

Distinguishing Features: Retractable adamantium claws, Weapon X helmet

Occupation: Military

Origin: High Tech: Cybernetics, Mutant

Teams: None

Base: Mobile

HISTORY

Born in Canada in the late 1800s, James Howlett wandered the world under the name Logan. Later in life, the Weapon X program captured him and bonded adamantium metal to his entire skeleton, including his retractable claws. His mutant healing factor enabled him to survive the experience.

The program attempted to turn Logan into a living weapon whose mind they could control via a helmet attached to his head, but he managed to escape. He spent the following months practically feral, wandering the wilderness in an amnesiac daze, the helmet's wires still dangling from him.

Logan later joined the X-Men as Wolverine and became a valued member of various X-teams. This profile represents Wolverine shortly after his escape from the Weapon X program. At least one Weapon X version of Wolverine fought on Battleworld during the most recent Secret Wars, in an all-Wolverine battle royale organized by Mojo.

PLAYING AS

Logan can be cold-blooded on the best of days, and the period after escaping from Weapon X was one of the worst of his entire life. Lacking any sort of coherent memories, he devolved into a wild beast, hunting and killing anything unfortunate enough to enter his territory.

ICONIC ITEM

ADAMANTIUM CLAWS

A set of retractable claws embedded in the user's limbs, fashioned from razor-sharp adamantium.

ORIGIN: High Tech: Cybernetics

POWERS:

- ◆ **Adamantium:** Ignores 1 level of Health Damage Reduction.
- ◆ **Weapon:** Range: Reach; Melee Damage Multiplier: +1.

RESTRICTIONS:

- ◆ Healing Factor-powered characters only

POWER VALUE: 1

WIZARD

Art by Leonard Kirk, Karl Kesel & Jesus Aburtov



RANK

3

KARMA

—

HEALTH

60

DAMAGE
REDUCTION

-1

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3
Flight: 15

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

1

MELEE

DEFENSE
SCORE

14

NON-COMBAT
CHECKS

+2

4

AGILITY

14

+4

2

RESILIENCE

12

+2

3

VIGILANCE

13

+3

1

EGO

11

+1

4

LOGIC

14

+6

TRAITS & TAGS

TRAITS

- ♦ Abrasive
- ♦ **Connections:** Super Villains
- ♦ Dealmaker
- ♦ Inventor
- ♦ Piloting

- ♦ Scientific Expertise
- ♦ Tech Reliance

TAGS

- ♦ Lab Access
- ♦ Public Identity
- ♦ Villainous

POWERS

BASIC

- ♦ Brilliance 2
- ♦ Evasion
- ♦ **Iconic Item:** Anti-Gravity Disc Shooter
- ♦ **Iconic Item:** Wonder Gloves

TACTICS

- ♦ Keep Moving
- ♦ On Your Feet

BATTLE SUIT

WIZARD ARMOR

This pink-and-blue armored suit uses anti-grav technology to soar through the air.

ORIGIN: High Tech: Battle Suit

POWERS:

- ♦ Flight 2
- ♦ Sturdy 1

RESTRICTIONS:

- ♦ Flashy
- ♦ Worn

POWER VALUE: 1

BIOGRAPHY

Real Name: Bentley Wittman
Height: 5'8" **Weight:** 150 lbs.
Eyes: Hazel **Hair:** Brown
Gender: Male **Size:** Average
Distinguishing Features: None
Occupation: Scientist
Origin: High Tech: Battle Suit
Teams: Frightful Four
Base: New York City

HISTORY

A brilliant inventor, Bentley Wittman used his skills to become a famous stage magician. His Wizard act did bring him fame and fortune—until the Fantastic Four overshadowed him. Envious, the Wizard attempted to frame the Human Torch (Johnny Storm) for bank robbery, but Storm foiled the scheme.

More furious than ever, Wittman put together the Frightful Four, a team of villains aiming to destroy the Fantastic Four. They quickly became one of the FF's most persistent menaces.

Wittman once created a clone of himself, Bentley-23, who turned on him and joined the Future Foundation. Bentley-23 has since become a hero, making him almost as much of a problem for Wittman as the FF.

PLAYING AS

The Wizard is completely heartless. He doesn't care about Bentley-23. He doesn't even care about the Frightful Four, only keeping them around for an advantage in combat. As soon as they annoy him, he replaces them.

In battle, he focuses on slapping his anti-gravity discs onto his opponents, lifting them up into the air, where he has the advantage.

ICONIC ITEM

ANTI-GRAVITY DISC SHOOTER

These sticky anti-grav discs will carry their victims all the way up to the edge of outer space.

ORIGIN: High Tech

POWERS:

- ♦ Anti-Gravity Disc
- ♦ Ranged
- ♦ **Weapon:** Range: 10; Agility Damage Multiplier: ×0

RESTRICTIONS:

- ♦ Carried
 - ♦ Does No Actual Damage
- POWER VALUE:** 1

ICONIC ITEM

WONDER GLOVES

Lined with power generators, these pink-and-blue gloves have incredible elemental effects.

ORIGIN: High Tech

POWERS:

- ♦ **Effect Options:** Can pick the Elemental Control power special effect from energy (blind), force (inflict trouble) or fire (set ablaze).
- ♦ Elemental Barrier

- ♦ Elemental Blast
- ♦ Elemental Burst
- ♦ Elemental Grab
- ♦ Elemental Push
- ♦ Mighty 1

RESTRICTIONS:

- ♦ Worn
- POWER VALUE:** 6

YONDU UDONTA

Art by Dale Keown & Frank D'Armata



RANK
4

KARMA
4

HEALTH
90

DAMAGE
REDUCTION
—

FOCUS
120

DAMAGE
REDUCTION
—

SPEED
Run: 6
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER
+4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	15	+4
5 AGILITY	15	+7
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
3 EGO	13	+3
2 LOGIC	12	+2

TRAITS & TAGS

TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Super Heroes
- ♦ Determination
- ♦ Fearless
- ♦ Free Running
- ♦ Situational Awareness

TAGS

- ♦ Alien Heritage
- ♦ Black Market Access
- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Public Identity

BIOGRAPHY

Real Name: Yondu Udonta
Height: 6'2"/ 7'1" (with crest) **Weight:** 210 lbs.
Eyes: Blue **Hair:** None
Gender: Male **Size:** Average
Distinguishing Features: Blue skin, pointy ears, tall red crest on head
Occupation: Adventurer
Origin: Alien
Teams: Guardians of the Galaxy (Earth-691)
Base: Mobile within the Earth-691 universe

HISTORY

In the futuristic reality of Earth-691, Yondu Udonta of the planet Centauri-IV grew up despising human settlers who had driven his people from their ancestral lands. Then the Badoon invaded and showed him something worse than humans.

To survive, Udonta joined forces with a human explorer from the past named Vance Astro. The pair teamed up with a couple of other adventurers to form a Badoon resistance force known as the Guardians of the Galaxy.

After defeating the Badoon, the Guardians stuck together to protect their reality.

Recently, during a visit to Earth-616, Udonta died protecting that reality's Udonta. As a final act, he handed his Yaka Arrow—and his mission to protect the universe—over to his counterpart.

This profile, however, represents Udonta fighting alongside the Guardians of Earth-691.

PLAYING AS

Udonta is a brave, cunning and soft-spoken warrior with an uncompromising moral compass. Though he works to protect the entire galaxy, his thoughts are always first and foremost with his own people. He hopes that by making the universe a better place, he can bring everlasting peace to Centauri-IV.

In combat, Udonta likes to tackle his enemies head-on, distracting them while his Yaka Arrow swings around to strike them from behind.

POWERS

BASIC

- ♦ Accuracy 2
- ♦ Evasion
- ♦ Heightened Senses 1
- ♦ **Iconic Item:** Yaka Arrow
- ♦ Mighty 1

MARTIAL ARTS

- ♦ Attack Stance
- ♦ Defense Stance
- ♦ Do This All Day
- ♦ Fast Strikes
- ♦ Flying Double Kick
- ♦ Grappling Technique
- ♦ Leg Sweep

RANGED WEAPONS

- ♦ Double Tap
- ♦ Fast Hands
- ♦ Point-Blank Parry
- ♦ Snap Shooting
- ♦ Sniping

ICONIC ITEM

YAKA ARROW

By whistling, Udonta can adjust this arrow's position in flight with pinpoint accuracy.

ORIGIN: Alien

POWERS:

- ♦ **Psychic Link** (communicates via unique whistling noises)
- ♦ **Weapon:** Range: 30, Agility Damage Multiplier: +1

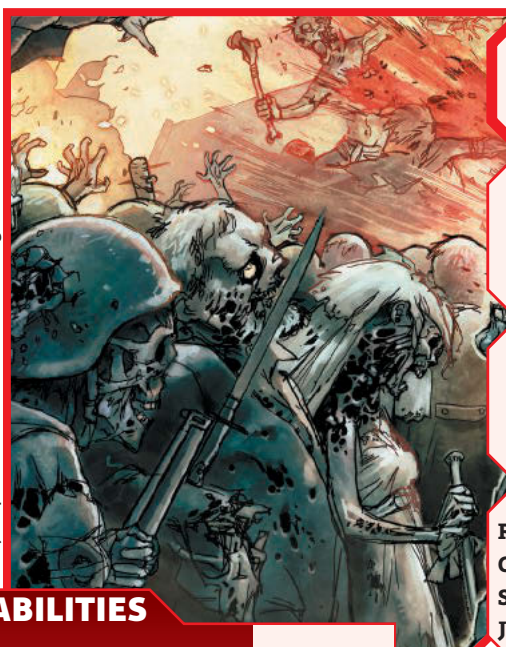
RESTRICTIONS:

- ♦ Loud

POWER VALUE: 1

ZOMBIE

Art by Filipe Andrade & Rachelle Rosenberg



RANK

1

KARMA

—

HEALTH

10

DAMAGE
REDUCTION

—

FOCUS

10

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+0

ABILITIES

ABILITY
SCORE

1

MELEE

DEFENSE
SCORE

11

NON-COMBAT
CHECKS

+1

1

AGILITY

11

+1

0

RESILIENCE

10

+0

0

VIGILANCE

10

+0

-1

EGO

9

-1

-1

LOGIC

9

-1

TRAITS & TAGS

TRAITS

- ♦ Bloodthirsty
- ♦ Fearless
- ♦ Hard to Kill
- ♦ The Hunger
- ♦ **Infecter:** The Hunger
- ♦ Monster
- ♦ **Signature Attack:** Bite

TAGS

- ♦ Deceased
- ♦ Extreme Appearance

POWERS

- ♦ None

BIOGRAPHY

Real Name: Varies

Height: Varies **Weight:** Varies

Eyes: Varies **Hair:** Varies

Gender: Varies **Size:** Varies, usually average

Distinguishing Features: Rotting flesh

Occupation: None

Origin: Monstrous: Marvel Zombie

Teams: None

Base: Mobile

HISTORY

The Marvel Multiverse contains many different kinds of zombies, each of which operates by their own rules. Some are fast, and some are slow. Some are devilishly intelligent schemers, while others are closer to mindless monsters.

The undead who appeared in the last Secret Wars were, thankfully, closer to the latter. God Emperor Doom probably could have wiped them out, but instead, he sealed them away, using the threat of their return to scare his subjects into compliance. He turned the Thing (Ben Grimm) into the basis of a giant rocky wall called the Shield, which separated the zombies' Deadlands from the rest of Battleworld.

Since Doom paid little attention to the Deadlands, they gradually became a gathering ground for several anti-Doom factions. Near the end of the Secret Wars, the Thing brought the Shield down and let all the zombies and rebels of the Deadlands spill out into Battleworld, devastating the surrounding regions but also helping to bring about Doom's fall.

PLAYING AS

Zombies created by the Hunger virus are driven mad by their cravings for sentient flesh—until they feed, at which point they recover their senses and realize the horrible things they've done. Some of them are crushed by the evils the disease compels them to commit, while others embrace their awful new nature.

DAMAGE

MEELE	 × 1	+	1
	dMarvel	MULTIPLIER	ABILITY
AGILITY	 × 1	+	1
	dMarvel	MULTIPLIER	ABILITY
EGO	 × 1	—	1
	dMarvel	MULTIPLIER	ABILITY
LOGIC	 × 1	—	1
	dM adv	MULTIPLIER	ABILITY

ZSAJI

Art by Matteo Lolli, Matteo Buffagni & Ruth Redmond



RANK

2

KARMA

2

HEALTH

30

DAMAGE
REDUCTION

—

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+3

ABILITIES

ABILITY
SCORE

0

MELEE

DEFENSE
SCORE

10

NON-COMBAT
CHECKS

+0

0

AGILITY

10

+0

1

RESILIENCE

11

+1

3

VIGILANCE

13

+3

4

EGO

14

+6

2

LOGIC

12

+2

TRAITS & TAGS

TRAITS

- ◆ Beguiling
- ◆ Clinician
- ◆ **Connections:** Outsiders
- ◆ Extra Occupation
- ◆ First Aid
- ◆ Fresh Eyes
- ◆ Stranger
- ◆ Surprising Power (2) (Healing Hands, Soothing Touch)

TAGS

- ◆ Alien Heritage
- ◆ Extreme Appearance
- ◆ Heroic
- ◆ Mute (speaks in an untranslated alien tongue)
- ◆ Public Identity

POWERS

BASIC

- ◆ Discipline 2
- ◆ Inspiration

HEALING

- ◆ Healing Hands
- ◆ Let's Go
- ◆ Never Surrender
- ◆ Soothing Touch

BIOGRAPHY

Real Name: Zsaji

Height: 5'3" **Weight:** 130 lbs.

Eyes: Yellow with catlike black irises

Hair: White

Gender: Female **Size:** Average

Distinguishing Features: None

Occupation: Health Care Worker, Outsider

Origin: Alien

Teams: None

Base: Battleworld

HISTORY

During the early stages of the original Secret Wars, the hero team stumbled upon a rural alien village that they turned into their headquarters. A number of the men among the group immediately fell madly in love with the town's healer, a mysterious woman named Zsaji. Colossus and the Human Torch dropped their existing paramours just so they could woo her.

No one knows for sure how much of this affection was genuine and how much was brought on by Battleworld's psychic nature or as a side effect of Zsaji's powers. After Doctor Doom seemingly destroyed the hero team with the powers of the Beyonder, Zsaji pushed her own abilities to the breaking point to bring them back, ultimately giving her life to revive the heroes. However, unbeknownst to the rest of the Secret Wars' participants, Deadpool later used vestiges of the Beyonder's power to resurrect Zsaji and return her people to their home planet where she, presumably, remains today.

PLAYING AS

Zsaji speaks exclusively in an alien language with no known translation. Despite lacking any means to directly communicate with her, Zsaji's heroic admirers were smitten with her kind and caring nature, as well as her steadfast dedication to protecting the people of her village. She was not a fighter—she never participated in a single combat—yet she did just as much to bring the original Secret Wars to a satisfying conclusion as any of Earth's greatest champions.

DAMAGE

MELEE	 x 2 MULTIPLIER	+	0 ABILITY
AGILITY	 x 2 MULTIPLIER	+	0 ABILITY
EGO	 x 4 MULTIPLIER	+	4 ABILITY
LOGIC	 x 2 MULTIPLIER	+	2 ABILITY

ANNIHILATION WAVE BUG



RANK
2

HEALTH
60 DR:—

FOCUS
60 DR:—

ABILITIES

ABILITY SCORE

DEFENSE SCORE

2
MELEE

12

2
AGILITY

12

2
RESILIENCE

12

2
VIGILANCE

12

2
EGO

12

0
LOGIC

10

DAMAGE

MELEE  × 2 + 2
AGILITY  × 2 + 2

EGO  × 2 + 2
LOGIC  × 2 + 0

POWERS

- ♦ Flight 1
- ♦ Vicious Attack (Sharp)

ITEMS

- ♦ Claws (Range: Reach; Melee Damage Multiplier: +1)

TRAITS

- ♦ Fresh Eyes
- ♦ Hive Mind

TAGS

- ♦ Alien Heritage
- ♦ Extreme Appearance
- ♦ Public Identity
- ♦ Villainous

HENCHMEN

EGO ANTIBODY



RANK
2

HEALTH
60 DR:—

FOCUS
60 DR:—

ABILITIES

ABILITY SCORE

DEFENSE SCORE

2
MELEE

12

2
AGILITY

12

2
RESILIENCE

12

2
VIGILANCE

12

2
EGO

12

0
LOGIC

10

DAMAGE

MELEE  × 2 + 2
AGILITY  × 2 + 2

EGO  × 2 + 2
LOGIC  × 2 + 0

POWERS

- ♦ Clobber
- ♦ Grappling Technique

ITEMS

- ♦ None

TRAITS

- ♦ Enhanced Physique
- ♦ Hive Mind

TAGS

- ♦ Extreme Appearance
- ♦ Mute
- ♦ Public Identity

HENCHMEN

ULTRON DRONE



RANK
2

HEALTH
60 DR:—

FOCUS
90 DR:—

ABILITIES

ABILITY SCORE

DEFENSE SCORE

2
MELEE

12

2
AGILITY

12

2
RESILIENCE

12

2
VIGILANCE

12

0
EGO

10

2
LOGIC

12

DAMAGE

MELEE  × 2 + 2
AGILITY  × 2 + 2

EGO  × 2 + 0
LOGIC  × 2 + 2

POWERS

- ♦ Elemental Blast (Energy)
- ♦ Elemental Burst (Energy)

ITEMS

- ♦ None

TRAITS

- ♦ Battle Ready
- ♦ Tech Reliance

TAGS

- ♦ A.I.
- ♦ Extreme Appearance
- ♦ Public Identity
- ♦ Villainous

HENCHMEN

GLOSSARY/INDEX

A

Abstract Entity 65–66

A type of Rank X character personifying an aspect of the Multiverse or universe. Includes Eternity, Infinity, Death and so on.

Adventure Hooks 21, 31, 39, 51, 61, 92–149

Idea seeds for adventures that Narrators can tailor to fit their players' team.

Annihilation Wave 34

An army of insectoid aliens led by Annihilus, equipped for interdimensional invasion.

B

Badoon Empire 23

A civilization of aliens that conquered much of the galaxy at one point. Sometimes allied with Thanos.

Baron 85

A person appointed by God Emperor Doom to oversee a domain on Doom's Battleworld.

Battle Suits *Avengers Expansion* 116

Suits of powered armor that grant their users superhuman powers, much like other iconic items.

Battleworld 79

A planet built by an incredibly powerful being out of pieces of other worlds, universes or timelines.

Battleworld Event 159

An epic story set in the Battleworld created by Doctor Doom after the destruction of the Seventh Cosmos.

Baxter Building 17–18, 174

The longtime headquarters of the Fantastic Four.

Beyonder 68

The first known member of the Beyonders who was behind the first three Secret Wars.

Beyonders 68

A species of nearly omnipotent beings who live beyond the borders of the Multiverse, originally created by the Celestials.

Black Priests 76–77

A group of sorcerers who worked against Rabum Alal. Eventually led by Doctor Strange.

Black Swans 75–77

A group of women who scoured the Seventh Cosmos looking for Molecule Men on behalf of Rabum Alal.

Blastaar's Empire 33

An empire ruled by Blastaar in the Negative Zone.

C

Cabal 56, 77

A team of some of the most powerful villains on Earth-616—and beyond—assembled to do the horrible things that heroes refuse to do.

Castle Doom 58, 114, 174

The home of Doctor Doom, both in Latveria and on Doom's Battleworld.

Celestials 66

A species of nearly omnipotent beings who travel the Multiverse in gigantic suits of armor, spawning and judging civilizations, originally created by the First Firmament.

Church of Doom 86

The organized religion that worships Doom as God on his Battleworld. Run by Sheriff Strange.

Cosmic Entities 65

A nearly omnipotent being in the cosmos. Includes Beyonders, Celestials, Galactus and so on.

Cosmos 63

The entirety of existence, including the Multiverse and beyond. The Marvel Multiverse has had eight cosmoses to date, each more complex than the last.

D

Domain 90

A portion of Doom's Battleworld. Often overseen by a baron appointed by God Emperor Doom.

Dominion 71

The most powerful kind of artificial intelligence in the Multiverse, living outside time. Includes Enigma, Phalanx and so on.

Doomgard 108

The domain of Doom's Battleworld that houses the Thor Corps.

Doomstadt 114

The capital city of Latveria, as well as the capital domain of Doom's Battleworld. In both cases, contains Castle Doom.

E

Eighth Cosmos 65

The current iteration of the Multiverse, brought into existence after the Incursions destroyed the Seventh Cosmos.

Elders of the Universe 68

Seemingly immortal and immensely powerful beings, each of whom is the last survivor of their kind. Members include the Collector, the Grandmaster and the Contemplator.

Emperor Doom 58

The title Doctor Doom gave himself after he became the Sorcerer Supreme and conquered Earth.

Event 157

An epic kind of story created with this game, spanning all sorts of adventures.

Event Points 162

Points that heroes earn and accumulate to defeat the main villain in the Battleworld event.

Exo-Space 69

A region on the edge of the Multiverse, often used for traveling among the universes.

F

Fantastic Four 9–21

The first team of super heroes that launched the Age of Heroes. Main members: Mister Fantastic, Invisible Woman, the Thing and the Human Torch.

First Firmament 63

The personification of the First Cosmos.

FTL 183, 200

Faster than light. A means of traveling among the stars without taking years or centuries.

Future Foundation 14, 85

A team of scientific explorers, including members of the Fantastic Four. Run by Valeria Von Doom on Doom's Battleworld.

G

Gadgets *Avengers Expansion* 145

Hacked-together devices created to solve acute problems, often for short-term use.

Galactic Council 41

An organization that coordinates diplomatic efforts among the various civilizations in the galaxy.

Galactic Union 42

A new organization of allied galactic civilizations working together for mutual defense.

Ghost Races 88

Races held in the Killiseum on Doom's Battleworld, involving Ghost Riders of various kinds.

God Emperor Doom 80

The title Doctor Doom gave himself after creating his Battleworld. Also, one of three people who survived the end of the Seventh Cosmos without a life raft.

Guardians of the Galaxy 23–31

A team of heroes dedicated to stopping galactic threats. The original team came from the possible future of Earth-691, but Star-Lord founded the present-day version.

H

Headquarters 174–179, *Avengers Expansion* 122

A central meeting location for a team, which can include living quarters.

Henchmen 154–155

Low-rank villains who help out high-rank villains, often in large numbers.

I

Iconic Items 166–169

Items that grant their user superhuman abilities. They include weapons and battle suits.

Illuminati 76

A team of some of the most powerful heroes on Earth-616, assembled to deal with the biggest problems and the hardest questions.

Incursion 75–77

An event in which universes collide, centering on the Earth in each universe. Incursions eventually led to the destruction of the Multiverse and the entirety of the Seventh Cosmos.

Infinity Gauntlet 172

A metallic glove created to house the Infinity Stones and allow its owner to use their power together, giving them control over all reality.

Infinity Stones 172

Seven stones that each give their wielder power over a single aspect of reality: Death, Power, Mind, Reality, Soul, Space and Time.

Intergalactic Empire of Wakanda 48–49

An interstellar empire founded after a spaceship sent out by present-day Wakanda was thrown back in time.

K

Killiseum 87

An arena in the Battleworld domain of Doomstadt. Hosts gladiatorial battles and the Ghost Races.

Knowhere 25–30, 84, 146, 177

A space station built in the head of a Celestial decapitated by Knull. Headquarters of the Guardians of the Galaxy. Orbits Doom's Battleworld as its only moon.

Kree Empire 45

A galactic civilization ruled by the Supreme Intelligence, a conglomeration of the race's greatest minds.

Kree/Skrull Alliance 45

A union of the Kree and Skrull, ruled by Emperor Dorrek VIII (Hulkling). Recently dismantled.

L

Latveria 58

The small European nation where Doctor Doom was born and which he ruled for many years. The capital is Doomstadt.

Life Raft 80

A vehicle designed to allow its passengers to survive the end of everything.

M

Molecule Man 68

A man with the power to rewrite reality. The Beyonders placed an identical one in each universe in the Multiverse, planning to have them die and explode all at once, destroying the Multiverse. Also, one of three people who survived the end of the Seventh Cosmos without a life raft.

N

Narrative Items 170

High-concept iconic items that don't fit within the regular power framework and are relegated to characters the Narrator controls. Includes things like Cosmic Cubes and the Infinity Gauntlet.

Narrative Powers 199

High-concept powers that don't fit within the regular power framework and are relegated to characters the Narrator controls.

Negative Zone 33–39

A dimension filled with antimatter, home of the Annihilation Wave.

Nova Corps 42–43

A galactic police force originally headquartered on the planet Xandar. Currently, there is only one Nova remaining, the Nova Centurion Richard Rider of Earth.

O

Outside 69–70

What lies outside the Multiverse, also called the Beyond.

P

Primordial Being 190

A powerful and ancient being, often one of the Elders of the Universe.

R

Rabum Alal 75–77

A secret identity Doctor Doom used when he was trying to prevent the end of the Seventh Cosmos.

Rank X 188–191

A rank for characters too powerful to fit in the regular character rank system.

S

Secret Wars 11–13, 16, 55, 63–73

Four related conflicts that involved the Beyonder—and later, the Beyonders.

Self-Sacrifice 164

A last-ditch attempt to use powers to do something vital by using Health points in place of Focus points. Often fatal.

Seventh Cosmos 64

The iteration of the Multiverse in which the Age of Heroes began. It was destroyed by the Incursions but was later reborn as the Eighth Cosmos.

Shi'ar Empire 46–47

A galactic civilization founded by people descended from birdlike creatures.

Sheriff Strange 84–86

The title Doctor Strange used on Doom's Battleworld while supervising the Thor Corps. Also, one of three people who survived the end of the Seventh Cosmos without a life raft.

Shield 144

A massive wall that circumnavigates the southernmost parts of Doom's Battleworld, keeping zombies, androids and insectoid aliens away from everyone else. Actually the Thing (Ben Grimm).

Silent Chambers 83

The main underground organization on Battleworld working to overthrow God Emperor Doom.

Skrulls 47–48

A race of shape-shifting aliens who once controlled a large empire. Now vastly reduced in power.

Starship 182

A vehicle that permits travel among the stars, often doubling as a headquarters.

Superflow 69

The space between the various universes in the Multiverse.

T

Team Maneuvers 192, *Core Rulebook* 38–39

Special maneuvers a team can do together.

Thor Corps 86

The global police force on God Emperor Doom's Battleworld, overseen by Sheriff Strange.

U

Ultimate Fantastic Initiative 153

If a character gets an ultimate Fantastic success (6M6) on an initiative roll, they can turn their Marvel die to an M on any single action check during the bonus round.

V

Variant 86

Another version of a character from a different universe (or different domain on Doom's Battleworld).

Vehicles 180

Machines used for travel, including specialized ones like Helicarriers, Quinjets or Sky-Cycles.

W

Watchers 68

An ancient civilization of cosmic beings who have taken a vow of noninterference with concern to other cultures.



DOOM REIGNS SUPREME!



The Multiverse has been destroyed, and God Emperor Doom rules over its shattered pieces in a single patchwork planet: Battleworld. This *Secret Wars Expansion* takes a deep dive into the event that changed Marvel forever, including an adventuring framework for players to fight their way through Battleworld and save the entire Marvel Multiverse. It also includes an exploration of the Fantastic Four, the Negative Zone, the Guardians of the Galaxy and the vast Marvel cosmos, including new rules for how to handle Rank X characters of unbelievable might.

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